

# Michigan

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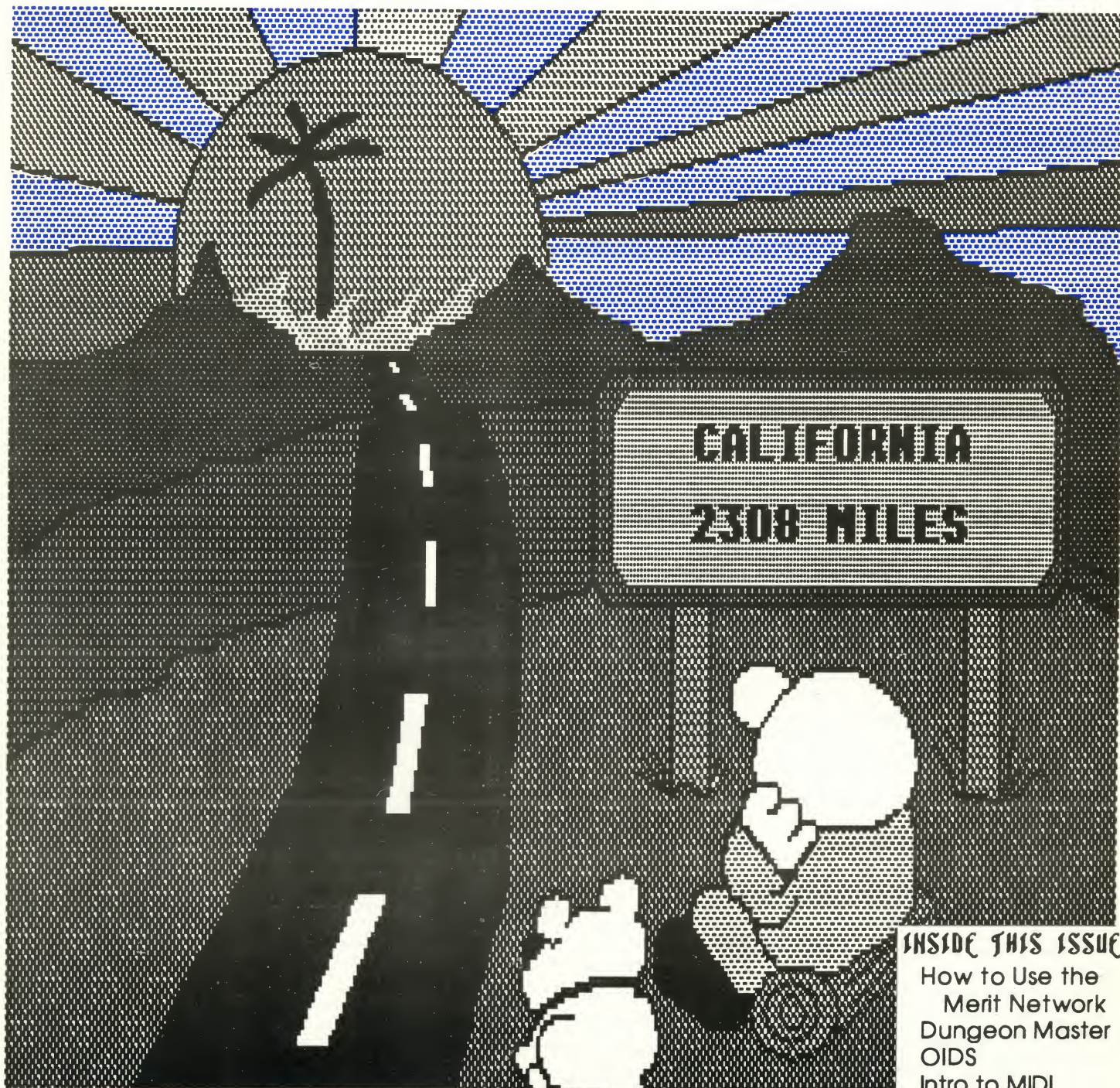


# Atari

# Magazine

*Your Atari Interface*

Vol. 3 No. 2  
February 1988



## IMPORTANT NOTICE!

Our next MACE meeting will  
be on MARCH 22, instead  
of March 15 as scheduled

## INSIDE THIS ISSUE

How to Use the  
Merit Network  
Dungeon Master  
OIDS

Intro to MIDI  
Graphics

Transformer  
XEP-80 Review

and MORE...



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# MAM this Month

Vol. 3, No. 2

February 1988

## Features

From the Editors' Desks	1
Letters to the Editors	2
Atari News and Comment	3
How to Use the Merit Network, II	5
Graphics Transformer (8bit)	9
An Introduction to MIDI	10
ST Notes (ST)	13
Two Winners from FTL--Dungeon Master and ODS (ST)	14
Living with the XEP80, Pt. 2 (8bit)	16
Bits of Basic (8bit)	21
Silicon Spelunking (ST)	21
New 8bit PD Software (8bit)	23
Modem Speaker Correction	23
600XL Monitor Outputs (8bit)	24
Disktool Modifications (8bit)	26
Last Hacks	40

## Club News and Minutes

BCAUG (Battle Creek, MI)	28
CHAOS (Lansing, MI)	29
GAG (Flint, MI)	32
GKAUG (Kalamazoo, MI)	33
GLASS (Troy, MI)	34
GRASS (Grand Rapids, MI)	35
MACE (Southfield, MI)	36
TAG (Saginaw/ Tri-Cities)	37
WAUGI (Ann Arbor, MI)	39

## Advertisers

Migraph	4
Mars Merchandising	5
Proco Products	5
State Street Computer	9
Rentertainment	12
Supra Corp.	18
Basic Bits and Bytes	19
Soft House	20
United Computer	25
Terrific Corp.	28
Schubert Corporation	Inside Front Cover
Computer Emporium	Inside Back Cover
Rite Way	Back Cover

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## From the Editors' Desks

*Bill and Pattie Rayl, Mike Olin*

Well, looks like another month is down...where does all the time go? It's been a very good month for MAM and February brings the addition of the GLASS user group to our list of participating clubs. GLASS is an ST-only group from Troy, MI. They were one of the club that co-sponsored the August '87 Detroit Atari MAGIG Show. We welcome them and look forward to their input.

We have also been in contact with the CACE user group of Jackson. As many of you know, CACE was once a participating group, but decided to go it on their own. We are happy to report that they are still very much alive and we may be seeing articles from them in the next month or so!

On a sour note, it seems BCAUG of Battle Creek is having serious difficulties and their club may fold. See Chuck Steele's "President's Address" in the club section for more details.

MAM has received a number of software packages for review, and in this month's issue, GKAUG has reviewed the first program - Graphics Transformer from Alpha Systems. Other products on the list for the next couple months include Basic Turbocharger, also from Alpha Systems (8bit); The Editor, Video Meister and Super Label II from Irata Verlag (8bit); and Gone Fish'n by Interstel (ST). Each of these packages, once reviewed, will be donated to the club doing the review. If you weren't one of the clubs to get chosen this round, don't worry. Once a club has been chosen, they are eliminated from the drawing (the only fair way we could think of doing it. Now, where's that hat?!) until *all* the clubs have received *something* for review.

We have changed our cover format; let us know what you think. We also plan to run either full-page artwork or photos each month. This month's cover art was created by Bob Retelle and is titled "California Dreamin'."

If you have any original artwork (computer or otherwise), photographs or even just an idea that would make a 'truly awesome' cover, we'd like to hear from you. Non-computer art should be B/W pen sketches (do not send originals as they could be damaged in the mail!). Photos should be B/W on matte, accompanied by a copy of the negative if possible. Computer art in Degas, NeoChrome, TINY or Koala format preferred. High resolution digitized pictures also welcome. Ideas can come in any format. We can always convert them!

## Letters to the Editor

### *Compliments, Criticisms, and Caveats*

First off, let me congratulate you both on an excellent start. With the addition of MACE, MAM is ever closer to a statewide publication.

There is much to like about your new rendition of MAM: 1. It is beginning to look polished. 2. The use of the Laser fonts give the page a clean and finished look. 3. The table of contents and list of advertisers is a nice touch. 4. I appreciate your use of less graphic fillers in the January issue. 5. The content is mixed between ST, General interest, and 8-bit.

Of course, you can't please everyone, and I do have some concerns and criticism, hopefully constructive:

1. The cover, cover stock, and size of the pages, are too much a clone of Current Notes. The appearance, to those familiar with both magazines, is so similar as to make it seem that MAM has no identity of its own. I'm not sure if you need different cover stock, graphics or a different size, but nothing really distinguishes it from other newsletters. If I stick MAM into a stack of exchange newsletters, I have a hard time picking it back out easily.

2. The print format is occasionally inconsistent. While I see valid reasons to change to a smaller font for listings and such, I think you should insist that articles conform to a standard format. A particular example of what I am talking about is page 19 of the Jan. issue. My opinion is that this article could have conformed to your format without compromising its mission. Keeping the format as consistent as possible helps to give a professional look to the magazine.

3. More general interest articles are needed, which really means that writers such as me have to get off our duffs and write!!!!

4. My biggest peeve with the new MAM is the placing of all club information at the back of the magazine. It is now possible, and common I suspect, for people to easily page by those pages. Despite being President of CHAOS, I have a tendency to close the magazine when I reach the club section. I think it is important to remember that MAM is primarily a *user group* publication. It would be in the interest of the magazine and the groups to mix the club information in with the rest of the magazine so that the information would be read by a wider audience.

Finally a caveat or two:

1. Be careful of your balance and mix. Generally you are doing well in this area. Remember it is important not to appear to give more emphasis to one club, machine, or view than another. Some things you must be careful to balance: ST coverage, 8bit coverage, club by club, technical, novice, and so on.

2. I also urge you to do all that you can to keep a polished and professional look (those arrows for continued have got to go).

Once again, let me make it clear that I think you have a great start. Thanks for all your hard work and effort. We look forward to a long and fruitful association.

*Cordially, Leo Sell, CHAOS*

P.S. You might try to persuade *all* the clubs to include phone and address info... some of them do *nothing* like it, and how do they expect to get any contacts from outside?

[Editors' Note: Thanks for all the comments and even the criticism...it is this kind of feedback that will help us produce a better magazine. There's a lot of ground to cover in answer to this letter, so let's get started.

We agree with some of your concerns:

1) The cover needs to contain either artwork or photos and much less white-space than the Jan. cover. You will see changes in the cover as we experiment a little, as you have probably noticed with this issue.

2) General interest articles are always going to be needed, and we feel we are doing the best we can to supply a well-balanced magazine. Unfortunately, as you point out, it is hard to please everyone and what is interesting to an 8bit owner may be skipped over by an ST owner and vice versa. We welcome any and all new-user oriented articles and tutorials. Anyone who looks at the home-computer market realizes that the majority of people who now own computers are *users*. They don't care what's inside the machine or how to make it do something neat — they want to run a wordprocessor, spreadsheet, database or whatever. Unfortunately, not many people have expressed interest in *writing* helpful articles for the 8bit users. We have approached a couple individuals to do an intro to SpartaDos and a Beginner's Basic tutorial, but nothing has come of it yet. We'll keep after them, though.

3) We agree that the format should be consistent—to a point. The article you refer to is "Flying the ST" by Allan P. Barga, a Canadian member of MACE. His article is a special case in that the title is under his own copyright and MAM has been given permission to use it with certain provisions. We would much rather see Mr. Barga's article in the magazine in the 3-column format than not see it at all.

As for your concerns about MAM having no identity of its own, we disagree. The size of the pages and cover stock have little to do with identity. We did not choose the glossy cover and 8-1/2 x 11 format because Current Notes does it (though considering they are the most popular magazine of its kind, it might have been a good reason to do it). We feel, as do many advertisers and stores, that the new format says "magazine" and the old format of MAM says "newsletter." This also applies to your "biggest peeve" about separating user groups from the features/articles.

We have taken the magazine out of the hands of any individual user group's control and given it a new identity. It is no longer just a cooperative *newsletter*...it is a full-fledged *magazine* that also serves as the official newsletter for the majority of Michigan Atari user groups.

At the same time, we are also serving the general Atari community, with non-club member subscribers and store sales. People who are not members of clubs buy/read the magazine for the articles and will eventually at least *look* at the club info. Then, maybe they'll be real smart and figure out that they can get the magazine cheaper by joining a club (plus get lots more benefits too!).

The format, as it stands now, has a much more broader appeal than chopping up all the articles with club minutes. On the other hand, people interested in what the clubs around the state are doing need not hunt to find what they want. So, unless we get mobbed with complaints about this, we will not revert back to the old format of splitting the user group information up and inserting it between the features.

With all this said, please remember that we are in the development stages and are just now starting the magazine down the path to where we want it to be. We have set specific goals for the publication and a timeframe in which to accomplish them. With a little time, a lot of effort and planning and (of course) the funds, the magazine will continue to

grow and develop with no cost increases to the participating groups.]

### *Credit where Credit is Due*

I received a long distance phone call from Dave Arlington who was the original author of the review on 221 B Baker Street which appeared in the December issue of MAM. He said that he was very happy to see the article again in print, however, we had made one slight error. This article originally appeared in their West New York Atari Users Group Newsletter known as Pokey. He seemed surprised that we had given credit to the Roughwriter since they do not directly exchange newsletters with them.

I told him that I would pass this information on to you in order to get the right newsletter credited. Maybe you could include a note concerning the above. Thanks!

Rich Barnes, CHAOS

[Editors' Note: Thanks for passing this along, Rich. And sorry, Dave, for not doing a little more "detective work" as to the actual source of your review. The article was submitted to us by a MACE member who thought it worth reprinting. Perhaps it appeared in the Roughwriter without giving proper credit. Regardless of where it was from, it was an enjoyable review, and we're glad the true source has now been revealed!]

## Atari News and Comment

Editorial by JOHN NAGY

### *Atari Stockwatch*

After more stockmarket sleigh rides, Atari stock is still hanging near the \$6-\$7 mark. Splashy press at the winter COMDEX show and word of the ABAQ future-computer seem to be holding up the company reputation, and therefore the stock values.

"Big splash" advertising never made it to much of the country, despite millions supposedly spent by Atari to hawk the 8bit and ST computer lines this winter. According to Neil Harris, top information man at Atari, the advertising was limited to regions where dealer penetration of the products was sufficient. Meaning if Atari is hard to find in your area, they didn't advertise there. It seems to make economic sense, but as long as Atari only advertises where people already can buy the machines, the areas where they *can't* be found will *never* hear of Atari again. Let's hope Atari will do something to break the circle of "no dealer, so no advertising, so no demand, so no dealer...."

Meanwhile, you probably noticed all the Mega ST machines available all over... No? It's because they are all in Europe. Atari makes them only in Taiwan, and can sell



# Make the News

## HEADLINES

THE PUBLICATION OF DEDICATED EASY-DRAW USERS • VOLUME 1 • ISSUE 1



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*Continued on page 4*

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all they build for more money keeping them in Europe than by importing them into the U.S. About 15-20 percent of the production of ALL the ST machines makes it to our shores, in order to have SOME domestic presence. Look for this to change if and when Atari builds a new manufacturing plant in Nevada (probably) in mid '88...or maybe by Christmas?

Atari has also closed its traveling circus, for the most part. Although Atari shows already committed to will be held, it is unlikely more will be added. You can't really blame Atari for wanting out of the cumbersome fest schedule, with all the constant problems and complaints from the user groups, but they were mighty cheap advertising and could have been better public relations if handled with more user group communication.

### Games Companies Play

The Atari 2600, the world's largest selling computer of all time, (it's a computer inside, isn't it?) is ready to be redesigned again... New technology allows the entire game machine to be integrated into *one chip*. Meanwhile, thousands of *counterfeit* 2600s were seized off the Florida coast recently, destined for dealers who may or may not have known they were fakes. Made in Taiwan to look like the Atari units, they could seriously cut into profits for the real company. Fortunately, they were discovered and action is being taken to prevent a recurrence.

### The Anatomy of an Atari Magazine

Wondering where your Analog or ST Log magazines have gone? ST Log has been out of circulation since the September, 1987 issue, and Analog followed one month later. Official reports from Analog say the company was purchased by a large publishing house, and publication resumes starting with a March '88 issue. Analog has released the name of the new publisher -- Larry Flynt Publications (producers of Hustler Magazine). The company will leave it's present New England quarters for the West Coast. It is also questionable whether separate 8bit and ST magazine publication will be continued. Subscribers are encouraged to hang on, they will get their full contracted number of issues.

Parker Brothers is a bit peeved at the plethora of Monopoly computer games floating around as public-domain versions of its profitable, copyrighted property. Parker Brothers reminds us this is a copyright infringement as the Monopoly game, including the board graphics, instructions, playing cards, Title deed cards, and other distinctive elements of the game are fully protected under the Federal Copyright Act and the Federal Trademark Act, not to mention state copyright laws. The only licensed home computer software developers are Sega and Virgin Games. Other than these two licensees, none of the software versions of the Monopoly game out now have been authorized by Parker Brothers.

A last item this month... a bizzare report has been traveling from user group newsletter to newsletter. It

follows up on the cart-based 8bit emulator for the ST, and talks about a cart to run ST software on an 8bit machine. Then it goes on to discuss how it can run CP/M and IBM software too, even a version for the 800 to run XE software, and support an ST disk drive... all for \$99. *This story is supposed to be humorous.*

The original version I saw about a year ago went on, getting more ridiculous with each paragraph, until some sort of April Fools punchline closed the item. Now, without the last paragraphs, the article is being reprinted in various newsletters as though it were real, with hopeful postscripts! No, these products *do not* exist. Pass the word. And that's all the words for this month.

## How to Use the Merit Network, Part II

by John Perry, Jr.

Atari specific info added by Bill Rayl

**Editors' Note:** We continue the last half of an article we started in January's magazine explaining how to use the free Merit network to call boards in Ann Arbor.

### Uploading and Downloading

So far all you can do is read and leave messages, or view ASCII files. That is because you are using only 7 data bits, or just the text part of the ASCII table. You cannot upload and download programs and utilities while you are only using 7 data bits.

So, you have to reset the dial out modem (and your own system, possibly) to 8 data bits and no parity if you want to upload or download programs using Xmodem or other transfer protocols. (Note: You should be able to use Kermit to transfer non-text files through the Merit system. Standard Kermit can transfer non-text files using only 7 data bits. However, you will probably find that this won't work. On almost all BBS systems, Kermit is implemented using 8 data bits, if Kermit is available at all.

Fortunately it is pretty easy to reset the dial-out modem to 8 data bits. The dial-out modem can only be properly reset AFTER you have connected to the BBS which you will be uploading or downloading from. You also need to know how to send a <break> from your terminal program (there are a number of terminal programs capable of sending a <break> such as Flash!, ST Talk or ST-Term for the ST; Chameleon or Compuserve's terminal package for the 8bit Atari line). On an ST using Flash!, the <break> is generated by Shift-Ctrl Home.



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For 8bit owners using a terminal program with source code, it should be fairly easy to add a modem break. Page 55 of the 850 manual describes a modem break as a space that is longer than a normal space, a pause during which nothing is sent. On an 8bit Atari, this can be accomplished by doing an

xio 34,#@modemchan,2,0,"r"

followed by a 500ns (1/2 second) pause, and then an  
xio 34,#@modemchan,3,0,"r".

Make sure the modem channel is closed while doing this and reopen the channel when you are done. It took me quite a while to get this bit of information and Mike Olin (Molin's Den) has now implemented this with Amodem 7.5. It works!

For the ST owners who have access to their source code, a modem break is a fairly simple thing to add. You simply call Rsconf(-1,-1,-1,-1,3,-1), followed by a pause that is longer than the time it takes to send one character, followed by Rsconf(-1,-1,-1,-1,1,-1). Setting the TSR (transmitter status register) to 3 sends a break condition and resetting it to 1 re-enables transmission. That's all there is to it!

To change to 8 data bits, you can enter the following commands at any time after you have connected to the BBS using the Merit dial-out modem:

<break>%binary=on<return>

<break>%remote binary=on<return>

At that point, you can do a

<break>%?<return>

to see if the parameters have been correctly set. If they aren't, simply set the one(s) in error and check again. If you receive some garbage characters or a "!" after hitting the <break>, it may be necessary to hit a backspace or two to clear that up. Also, you may want to experiment with sending %remote binary=on just before attempting to upload a file...most people have had more success doing it then as opposed to just after logging on. Stubbornness is the key here. If you don't get it the first time - try, try again.

One other helpful break command is <break>%reader=off. This command stops Merit from buffering text until a packet is full. If you are having problems with overflowing Merit's buffer when reading messages or typing, set this command.

With these settings done correctly, you should be able to download or upload programs as if you were calling a bulletin board in your own local area. Though most Atari users who have followed these steps have been able to download using Xmodem

with no problem, uploading seems to work only intermittently. [Sometimes, by following these steps, 8bit callers can logon to Molin's Den in ATASCII, even!]

### Helpful Hints

1. Merit is a little bit slower than calling the local bulletin boards. A file that would take 30 minutes to download from a local bulletin board will take about 45 minutes to download through Merit. So anything that you download through Merit should be uploaded to a local board, if anyone else in your area might like to use it. Not only will this speed things up for everybody in your area, but it might help to keep several people in the same town from downloading the same program through Merit. This will keep the Merit lines open for all of us.

2. Because Merit works much slower than a direct phone line, you will sometimes get "Timeout" errors when you transfer programs through Merit. Many terminal programs offer a "Relaxed Xmodem" protocol (or Compuserve Xmodem) which is not so particular about when it receives data. Relaxed Xmodem protocol will often eliminate the "Timeout" errors you receive through Merit.

3. Do upload stuff to Ann Arbor area boards, if you find programs in your hometown that are good, but not available in Ann Arbor yet. This will make the sysops happy. It will also give a lot of people access to the programs you like to use. Everyone in Michigan can call the Ann Arbor area for free.

4. Do tell other people how to use Merit. If the system becomes popular enough, the Merit people might install other "dial out" modems in other parts of the state. Eventually, every BBSer in every part of the state might be able to call boards in every other part of the state. This can only benefit everybody.

It is in the hope of expanding the Merit dial out modem services that I wrote this manual. [ED: There is talk from Merit about adding a dial-out modem to the Lansing area if there is enough interest. Just think of having the CHAOS BBS as a local call from most of the state! Contact Merit at the address or phone below and help us all get access to Lansing.]

5. PLEASE keep in mind that Merit was *not* created to allow a few BBSers to bypass the telephone company long-distance rates. We can use it for that as long as we don't interrupt the normal function of the Merit system too much. Merit was built to allow educators and university researchers in Michigan to contact one another via computer.



The dial-out modem in Ann Arbor was given to Merit as a gift, and they installed it as an extra feature, and probably as an experiment. (It isn't mentioned in any of the Merit publications that I've seen, nor in any of their newsletters.) Please limit the amount of time that you spend calling BBSes through Merit. It is entirely possible that if BBSers start to interfere in the real purpose of the Merit system, that the dial-out modem will be removed from the system.

Most professionals using Merit use it during the daytime. If you limit your calling times between the hours of 8:00 am and 6:00 pm, and make most of your calls outside of these times, you'll be doing your part in using Merit responsibly.

6. Even if you are a 300 baud user, you can use the DO1200 line. (And 1200 baud users can use the DO300 line, if they don't mind communicating at 300 baud. This can be handy if the DO1200 line is busy.) If you are a 300 baud user, you will have problems with reading messages sent through the DO1200 line. Data will be coming to you at 1200 baud, but your modem will only be able to receive it at 300 baud. About 25% of text will be lost to you. However, you can call a BBS with the 1200 baud line.

### Michigan Merit Numbers

	300 bps	1200 bps	2400 bps
Ann Arbor:			
Autonet	663-7618	663-7618	761-8344
Merit	763-4800	763-6500	764-4800(V)
Merit		763-6520(B)	
Telenet	996-5995	996-5995	665-2900
Battle Creek:			
Autonet	963-9269	963-9269	
Telenet	968-0929	968-0929	
Birmingham:			
Merit	258-6811	258-6811	
Cadillac:			
Merit	775-3760	775-3760(B)	
Cheboygan:			
Merit	627-2214	627-2214(B)	
or	627-2220	627-2220(B)	
Dearborn:			
Merit	593-5059	593-5484(B)	
Detroit:			
Autonet	271-9100	271-9100	
Merit	577-0335	577-0335	
Telenet	964-2988	964-2988	963-2274
East Lansing:			
Merit	353-3500	353-3500	353-3500(B)
		353-4854(V)	
Flint:			
Autonet	767-4505	767-4505	
Merit	762-3311	762-3311	
Telenet	235-8517	235-8517	
Autonet	957-0291	957-0291	
Merit	774-9521	774-9521(B)	
Telenet	774-0966	774-0966	

Holland:		
Autonet	399-0734	399-0734
Houghton:		
Merit	487-1519	487-1519(B)
Jackson:		
Autonet	750-4031	750-4031
Telenet	782-8111	782-8111
Kalamazoo:		
Autonet	381-1890	381-1890
Merit	383-1360	383-1360(B)
Telenet	345-3088	345-3088
Lansing:		
Autonet	694-3236	694-3236
Telenet	484-0062	484-0062
Manistee:		
Merit	464-5542	464-5542(B)
Marquette:		
Merit	225-0222	225-0222(B)
Midland:		
Tymnet	695-6751	695-6751
Muskegon:		
Autonet	722-7782	722-7782
Petoskey:		
Merit	347-8881	347-8881(B)
Port Huron:		
Tymnet	982-0301	982-0301
Rochester:		
Merit	370-4310	370-4311
Saginaw:		
Autonet	790-1141	790-1141
Telenet	790-5166	790-5166
Southfield:		
Autonet	827-7300	827-7300
Merit	827-7600	827-7600
Telenet	827-4710	827-4710
Southgate:		
Merit	283-8822	283-8822
St. Joseph:		
Autonet	428-2741	428-2741
Sterling Heights:		
Merit	939-3370	939-3370
Traverse City:		
Merit	941-9826	941-9826(B)
Telenet	946-2121	946-2121
Warren:		
Telenet	575-9152	575-9152

(V) = Vadic 3400 (B) = Bell 212A

NOTE: If you are dialing into Merit from Cadillac, Manistee, Petoskey, or Traverse City, you should be aware that there is a \$2.00/connect-hour surcharge for use of these numbers. This surcharge will be deducted automatically from the host account being accessed. These numbers also provide autospeed service. For more information on access via these numbers, please contact the Merit Central Office at (313) 764-9423.

*Ann Arbor Area BBSes Accessible via Merit*  
 The OutpoST 449-8544 BBS Express ST  
 (Atari, Mac, IBM, Commodore) Formerly Country  
 Peddlar  
 Molin's Den 420-0407 MortAmis (Atari 8bit)

Clear Thinking 761-2444 BB/ST (Atari/All)  
 Treasure CheST 973-9137 BB/ST (Atari ST/8bit)  
 Official BBS of the Michigan Atari Magazine  
 Late Nite BBS 459-6930 Michtron's (ST,Amiga)  
 Run by Canton Computer—call after 7:30!  
 Neon Brain 747-6260 Plexus ST (ST/All)  
 Run by Brian Hall, author of 8bit and ST Plexus  
 State St. Comp. 663-0090 BBS Express ST (All)  
 Run by State Street Computer. Call after 8p.m.  
 STorebase 595-3172 Michtron's (Atari, etc.)  
 Run by Basic bits and Bytes  
 Starship Excelsior 662-6609 ??? (ST, Amiga, Mac)  
 Death Trap 420-4483 C-Net (C-64)  
 Lyons Den 437-9486 C-Net (C-64)  
 Great Lakes #1 453-2221 Wildcat (IBM PC)  
 Mouse Trap 453-5146  
 PC Cnty Morgue 453-5603  
 Crash Landing 455-0339 Wildcat (IBM)  
 Tandy Harbor 455-3977 (IBM)  
 Metroplex 455-4227 PicoSpan (Conference)  
 Good News 459-8375 TBBS (Religion)  
 Dark Castle 459-8449  
 Dog House 482-6567 C-Net (C-64)  
 Flip Side 484-1865 C-Net (C-64)  
 Wash. Remote 484-3065  
 Pogo Net 484-3752  
 Ypsi Tucky BBS 487-1911 Wildcat (IBM)  
 WIPCUS 663-1835 RBBS (IBM)  
 Top Gun 761-1603 C-Net (C-64)  
 Future World 981-6150 C-Net (C-64, Amiga)  
 Net Meg 994-3865 FIDO (IBM, Mac, DEC)  
 Hersey Micro 994-3946 RBBS Fansi-CON(IBM)  
 M-Net 994-6333 PicoSpan  
 (*giant* UNIX-based message BBS)  
 A-Net 996-4644 PicoSpan (Conference)  
 Requires small membership fee.  
 Tech Net 996-4620 Wildcat (IBM)  
 Hours are 10 pm – 8 am only.  
 Barton Data 971-9659 Wildcat (IBM, etc)  
 Mac-Info 981-4899 ??? (Macintosh)  
 Macintosh BBS 662-5046 ??? (Macintosh)

This list is by no means complete. There are many other BBSes in the Ann Arbor area...some seem to come and go with the seasons.

### Sample Merit Logon Session

<What I see initially logging on to Merit. What I type to connect is in italics.>

```
xx~F-Hca%Terminal=
%Merit:Hermes (HO32:LF0E:NONE:EDIT=MTS)
Which Host? do1200
%H0E:HO32-AE<36>2C:H28 do1200
```

<Dialing Molin's Den ... unsuccessful because of phone error.>

HELLO:I'M READY

```
*d
NUMBER? 94200407
DIALING...
RINGING...
VOICE!
```

<Redialing a few times to see if I can get on anyway.>

```
*r
NO. OF RETRIES? 3
94200407
DIALING...
BUSY
```

<No luck. Calling Treasure CheST.>

```
*d
NUMBER? 99739137
DIALING...
RINGING...
ANSWER TONE
ONLINE
1200 Baud Connection
Can you use Vidtex (y/N)?
```

<Rest of this logon session deleted, but I am now on the board. If you wish to up/download, you would set the break parameters now.>

### Suggestions and Comments for Merit

You can ask for help from a Merit User Consultant by calling (313) 764-9423 during business hours on Monday through Friday. You can also send suggestions and comments about the Merit network to Merit Computer Network, 5115 I.S.T. Building, 2200 Bonisteel Blvd., University of Michigan, Ann Arbor, MI, 48109, and you can ask for a subscription to the Merit Network News at that same address.

Note: This manual is not written or approved by the Merit staff or by any representative of Merit. I wrote it entirely under my own initiative, to be released as a public domain manual. I take all responsibility for all material contained within this manual.

### Late Breaking Merit News

Merit is in the process of replacing their dial-out modems with 300/1200/2400 baud, Hayes-compatible ones. So, if you see an "OK" prompt instead of an "\*" then you have connected to one of their new modems. To call out, type:

```
ATDT9nnnn-nnnn
```

where you replace nnn-nnnn with the phone number of the BBS you wish to call. Also, if DO2400, etc. doesn't work, try DIALOUT-AA.

Coming soon...DIALOUT-EL?? East Lansing has been considering installation of a dial out modem. Testing is in progress. CHAOS BBS a local call from around the state soon? Hope so!

## Graphics Transformer from Alpha Systems

*Reviewed by Frank Fellheimer (GKAUG)*

[Editors' Note: Special thanks goes to Alpha Systems for providing a copy of their program for review. Alpha Systems has gone even a step further and has donated this software package to the reviewing club.]

I think this just may be one of those programs I have been looking for in the last year since I really started using PrintShop and TypeSetter to make labels and billboard signs, not to forget newsletters.

Graphics Transformer allows you to use the original PrintShop Icons, enlarge or shrink them and save the files to use in TypeSetter and a number of other special forms: Magniprint II+, Koala Pad, Atari Touch Tablet, Micro Painter, PrintShop Screen Magic, and ComputerEyes. This is really handy for me since I can now access my PrintShop icons (from the original disk) and enlarge any of them for use with my TypeSetter program. This saves me a lot of time trying to draw my own icons since I am not much of an artist.

Once you have saved the icons (in whatever format) you can modify them by using the appropriate program. I took PrintShop icons, enlarged them, modified them by using the sketch pad section of TypeSetter and resaved the final file for later use in designing my newsletter pages.

One really nice feature is the program's ability to take a PrintShop icon, stamp several on the screen (I did 12 on my screen), enclose several within the confines of the four cursor corners that appear on your screen and *shrink* the whole set to PrintShop icon size...this can give some added detail.

When shrinking is done, you are allowed to look at several sets on the screen in different shadings. You pick the one you like best and save it on disk. It's a little confusing the first time you see the different selections, but after you've seen a few, you understand what is happening.

Like a lot of other devoted computer users, at first I neglected to read the instruction manual before booting up the program. I could say I did that so I could see how easy or difficult the program was to use... but it's because I'm basically too lazy to read them until I absolutely need to! Take my word for it, you need to read the instruction manual.

Feb. '88

There are two main programs: Graphics Workshop and Picture Conversion Utility. The Graphics Workshop allows you to load in your icons and change their sizes (four available sizes up to full screen). It's great to have control over the size of an icon!

The Picture Conversion part of the software allows you to change the format and save from one form to another: Fun with Art, B/Graph, Graphics Master, Super Sketch, Strip Poker, Movie Maker (background only), Atari Graphics Light Pen, SynGraph... Quite a list! Basically, the pictures can be converted to Magniprint II+ format and then can be loaded into the Graphics Workshop for rework and saving.

Finally, after mass confusion on my part, I decided to read the instruction manual. Much better this way! It will take a little use to really get the feel of this program, but you will pick it up. It's not difficult. You will need to have several disks available for your saves, and keeping track of your files may be the most difficult part of the whole operation. We all label our disks though, don't we??

Overall, I found this program to be a handy addition to my utilities library. It is especially useful for those of us that enjoy using a printer for art work as well as text. My thanks to MAM and Alpha Systems for giving me the opportunity to review this program.

### New Software Releases!

**Spectrum 512**

**Cyberpaint  
Animation**

**Test Drive**

**Gauntlet**

**Mavis Beacon  
Typing Tutor**

**Phasar**

**WORD PERFECT**

(\$99.95 w/ Student  
Discount)

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**STATE STREET**

**COMPUTER**

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## An Introduction to MIDI Or How I Learned to Stop Worrying & Love Electronic Music

*By Paul Clark (CHAOS)*

MIDI, which stands for Musical Instrument Digital Interface, was first intended to allow different synthesizers to communicate using a standard hardware interface and data language, but the obvious next step of using personal computers to manage all this data has brought about a revolution in electronic music. Now, in addition to hooking any synth up to any other synth, you can use your computer to assist music composition, editing, and performance, even to print out standard music notation, not to mention programming your synthesizer.

Using a sequencing program, you can record music one track at a time just like a multi-track recording studio, but with the additional editing power of a word processor. Using a computer this way to control all the aspects of music creation, you no longer *have* to rely on other musicians (or technicians!) to produce finished work. In addition, the low cost makes much of the creative power of the recording studio available to the average user.

Much modern music uses the recording studio as a part of the creative process, adding track upon track to create the sound. With professional studio time running upwards of \$400/hr, if you have a bad day, you've just blown \$3000+! (To say nothing of what this kind of pressure does for your inspiration.) Unless you were the Beatles, you had to either be rich to do this, or be commercial enough to guarantee a record company a hit.

Now you can do the creating at home, at your leisure, and if you decide to record you just bring your equipment into the studio and play it back into the master. The result — already you can find many very creative and experimental music out there that just wouldn't have gotten out ten years ago, both at the top and in small, homemade releases. The MIDI revolution really is an excellent example of high tech putting creative power in the hands of the individual, rather than just big business and the wealthy. (Not unlike desktop publishing, or BBS nets, or....)

### *What is MIDI, really?*

There are two parts to MIDI: hardware and data exchange. The hardware standard specifies a 5-pin DIN plug and cable (of which only 3 lines are used),

and standardizes voltage etc., so things don't blow up. Each cable sends a message one way, and (almost) all devices have three MIDI ports: IN, OUT, and THRU which echoes out whatever arrives from the IN port. This allows you to make a whole string of slave units run by one controller. With all the different permutations of control and equipment, this allows the user to change configuration just by plugging and unplugging cables. (This is also cheap, and most musicians would rather buy another instrument if they could avoid spending money elsewhere.)

The data standards describe the way the data is sent: The first byte tells what kind of data is coming, and then the next are data bytes. For example, if you press the middle-C on your keyboard, your synthesizer sends 3 bytes: the first is a note-on command, the high 4 bits of which are 1001 (for note-on); the second tells the note played (middle C=60); and the third tells the velocity, or how hard you hit the key. There are many other "system common" messages like this -- pitch bend, modulation, program change, etc., and some synths can be made to react to them any way you like — for instance, a modulation message can increase or decrease the volume of a note, or perhaps the timbre of it, etc.

There are also "system exclusive" messages, which are exclusive to each particular model of synth. These usually have to do with internal programming of the instrument, and they allow you to store or edit voice data via a computer program, for instance. In this case, one byte is sent (240 for sys excl.), which means that whatever follows is a system exclusive message. This is followed by an ID for the particular synth model, and any other synth will just ignore the rest. After the data another byte is sent (247), meaning "end of sys excl. message," and all other synths start listening again.

The other aspect of MIDI data is the channelization. As mentioned, with system common messages, the high 4 bits tell what kind of data is coming. The low 4 bits assign a 'channel' to the message-only devices set to receive on that channel will listen to it, the rest will ignore it. With a sequencer, you could record many tracks all at once, then play them back with each track set to a different channel, to be played by

different instruments set to the various channels. In this way, 16 channels can be sent simultaneously along the same MIDI lines.

### *What is a Sequencer?*

At this point, you've probably already figured out what a sequencer does — it records incoming MIDI data in a way that simulates a recording studio, assigning a real-time marker on each piece of data so that it can be sent back with perfect timing. Notice that it doesn't record sound, only MIDI data, which describes keystrokes and other controls; in this way, the data file created by a sequencer is more analogous to a player-piano roll than a tape recording — it just specifies the notes, the sound depends on the instrument.

Most sequencers are set up to look like a multi-track recorder; intuitively, that's what it feels like to use one, and it's a really wonderful way to set down musical ideas and work with them. Particularly for those who don't read music or who don't write it easily enough to compose freely on paper, sequencers are a godsend.

The first sequencers were entirely hardware-based, that is, you bought a sequencer as a box with controls, now the only advantage of these is to withstand the abuse of road tours. Although many still use them, there are too many advantages to software sequencers not to recommend them, especially for the home user.

### *Finally, the \$64,000 question: What does it all cost?*

(Please note that these are estimates, made 1/88. Check a music store for specifics. Note also that like computers, there is a difference between list and mail-order prices, and these often vary inversely with the amount of customer service and support given.)

**Synthesizers:** These vary so widely by type and features that there isn't room to go into detail. You should consider how seriously you want to pursue keyboard playing -- this means "do you want full-sized keys?" Mini-keyboards with MIDI interfaces start at a couple of hundred, and seem to be coming down all the time. Full-sized keyboards seem to start at \$500, and at about \$1000 you start reaching the serious musician's instruments -- samplers and FM synths, etc. Most popular synths are somewhere in the \$1000-\$2500 range.

There are many makes, so you'll just have to start by checking them out. Lately, Ensoniq has been outdoing everybody by offering amazingly powerful synths for extremely competitive prices. (To editorialize for a second, I don't like the way they sound- but I own one anyway. I'll also plug my favorite — for my money Korg has the best-made and best-sounding instruments. I am devoted to my DSS-1 sampler). But there are also Yamaha, Roland, E-mu, Akai, etc, etc...

There is also, of course, the top-end, which includes the \$70,000-\$120,000 Fairlight, which comes with its own mainframe (buy me one too, while you're at it). Oh yeah, there's also a complete synclavier setup for \$2.5 million...!

Many synths are also available as modules, that is, without a keyboard — they look like pieces of stereo equipment, and are controlled solely through MIDI. This way, you can add more voices for less money, as they cost a good deal less. But you needn't control them with only a keyboard, Oh no....

Other non-keyboard controllers available include guitar synths, which are either units that attach to a normal guitar and send MIDI data about the notes played, or dedicated units that only generate MIDI, no sound. Generally, these cost as much as whole keyboard synths, but Suzuki just came out with the XG-1m for just \$299, amazing us all. It's cheaply built, okay, but get the Yamaha TX81Z, (a nice little rack-mount FM synth for \$499) and you have a whole guitar synth system for less than a grand!

There are also MIDI violins, saxophones, bass pedals, even the down-home pedal steel is available as a MIDI controller.

### *Computer Interfaces*

Atari has a jump on other computers here. The ST comes with built-in MIDI ports, although it has a funky set-up for the THRU. (It's OK, though, most folks don't need a THRU on a computer, and it's not much sweat to set it up if you need it). This, plus its low cost, has made the ST very popular among musicians. There is also a wide variety of MIDI software available (this is what I use).

Prices for MIDI interface hardware (to manage the serial port) are around the following: IBM PC/compatibles \$200, Macintosh \$125, Amiga \$75, Commodore 64 \$75, Apple \$75.

Along with the Atari ST, the Macintosh has enjoyed much popularity with musicians, partly because of its 'user-friendliness'. There is a lot of very good software for the Mac, including much of the high-end stuff. The PC is less widely used, but there is software out, including much of the better stuff. There is also very nice software for the Amiga as well. The Apple and Commodore were around early on, and there's still software around for them, new releases trickling down to the Commodore, with still less for the Apple.

### Software

There's a lot out there, from \$15 bucks to \$1000. You can get a simple sequencer for the Atari for \$50, and nice ones are \$200+. In many ways they're like a word processor, you get what you pay for, and prices are comparable. Prices are similar for the Commodore and Apple, but tend to be higher for Mac, PC, and Amiga, in about the same ratio as most other software. Check a catalog for other types-- there's everything from patch librarians to score writers to ear training tutorials.

### What else is MIDI?

Lately, even more things can be controlled via MIDI. Many rack-mounted signal processors, from delays to reverb to what-have-you, can be controlled by MIDI. If you think this is extravagance, consider the possibilities of having all the settings stored on file as part of a song so that all your devices are preset for

you, so you can concentrate on more important things (like singing!).

I just looked at a Yamaha MIDI-automated mixing board -- it was wild to see all those sliders moving by themselves! At \$4000, it isn't cheap, but compared with the price of a self-contained programmable remix board, which it replaces, this is a steal. Even stage lights can be run by MIDI -- basically, anything that is electrically controlled can be (I'm waiting for the MIDI-controlled studio coffeemaker). This is nothing new to the computer world, but having it all standardized by MIDI can and does drastically reduce costs of a system customized to your needs. (In some ways it makes it all like a giant Lego set, where you can put all the parts together to make anything you want!)

### More Info

Check out Electronic Musician and Keyboard magazines, and stop by a local music store (I go to Marshall Music in Frandor Mall, Lansing.). For more details on MIDI, I recommend Music through MIDI, by M. Boom, \$19.95. You can find it at Jocundry's Books in E. Lansing (okay, I do happen to work there, but that's not a plug, really!)

Leave me a message here or at the bookstore -- I'm always glad to chat or help out, and I'd like to see anyone else's MIDI setup as well.

## entertainment

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## ST Notes

by LeRoy Valley (TAG)

Well, Christmas is past and Santa was very, very good to me!! He brought me a sound digitizer by Alpha Systems, so look for a review of it in coming ST Notes. (I'll get to it just as soon as I finish my review on Laser-C, and my review on Tackle Box ST, and... Well, you get the idea.) After last month's review I thought that I'd just try to cover some of the new public domain programs that I've run across over the past couple of months, and tell you where to find them.

Do you have a need to run monochrome software on your color monitor? If so, then check out MONOWARE.PRG, file #5433 on Genie. This short program (1739 bytes!!) performs monochrome emulation in software and it even fools the shifter chip! I've successfully run Tinystuff, Publishing Partner, VIP, and countless other pieces of software in monochrome mode – and they all work! However, there's no such thing as a free lunch and the program has one drawback – it's slow. Moving the mouse too fast will leave the pointer on the screen in the lurch. But hey, it really does work, so I guess I can put up with some slowness during the infrequent times that I really need Monochrome emulation. When the program is run, it asks for a number from 10-80. A low number will give you smooth mouse movements and screen repaints, while making the actual program run at very slow speeds (30-40% of the normal speed of the ST). A high number will result in jerky mouse movements and repaints, but the program will run considerably faster (70-80%). Get it from Genie, or from the TAG club library!!

Backing up all of your unprotected software can consume a lot of disks – unless you happen to have a program called "The Shadow Archiver", file #4872 on Genie. This neat little PD program reads in an entire disk, one track at a time, and compresses it, saving the entire disk into one file. The compressed file includes boot sector information and all folders! Of course, Shadow also uncompresses and restores a disk to its original form. A typical 400K (800K) disk will compress to about 300K (550K). Arcing the file results in even further savings, giving a final file size of about 250K (450K). Using this program, you could compress an entire disk, send the file to a friend over your modem where he could restore it to its original form! This would be a great vehicle for transferring organized PD disks!! It's also good for simply backing up your disks.

Well, that covers the unprotected stuff, but what about the protected stuff you say? If you haven't rushed out and bought ProCopy, then the next best thing is MedCopy, file #5522 on Genie. This public domain copier is the \*BEST\* PD copier I've ever seen.

It will back up virtually any piece of protected software that you own, and will do it quickly! It's also a good program to use to quickly copy club PD disks. It handles both single and double sided disks, and can copy up to 84 tracks. The program is menu driven and easy to use.

The last program I'll cover this month is Megamatic, file #5424 on Genie. Megamatic is a program that goes in your auto folder and performs a variety of functions at boot time. These functions include:

- 1) A Reset proof ram disk that can be configured as any drive from C to P and any size from 128K to 2MB. At power up you can select a size other than your configured default with a simple keystroke.
- 2) A print spooler that is configurable from 16K to 144K. Pressing CNTL/SHIFT/ALT-0 will zero the buffer and abort printing. This is a VERY nice feature!
- 3) Set disk verify on or off. Setting the disk verify off will speed up disk operations considerably.
- 4) MegaMatic displays which drives are connected (including ram disks) at power up.
- 5) You can enable a screen saver that will turn your screen off after a preset time (3-9 minutes). Moving the mouse or touching a key restores the screen.
- 6) Free Ram is displayed at power up.
- 7) If the memory check is enabled, MegaMatic will perform a slow and fast memory check at power up.
- 8) An Autodesk feature allows for the automatic selection of either a low, medium, or high res desktop at bootup (LOWDESK.INF, MEDDESK.INF, and HIGHDESK.INF).
- 9) A Cold or Warm reset can be performed with the CNTL/SHIFT/ALT-\* (COLD) or the CNTL/SHIFT/ALT-. (WARM).

This program is *packed* with features and it's only 4K in size!! Better yet, it only uses 1K of your precious memory! (Not counting the size of your ram disk or print spooler of course.) It's really a 'gotta have' program! Included is a Config program that sets up MegaMatic with the features that YOU want. Every feature can be enabled or disabled at power up – the choice is yours.

I'll wrap up this month's column with some tid bits of information:

ProCopy 1.60 should be available by the time you read this. Some of the programs on ProCopy's conquered list include: Dungeon Master, Test Drive, and Dark Castle.

Laser-C is available from Megamax and is a MAJOR upgrade from Megamax C. Some of the features include an extensible ram cache (I'll explain when I do my review), removal of the 32K limitation, DRI compatible linker, and more. Best of all, it's only a \$20 upgrade for existing Megamax C owners!

Pascal 2.0 version 2.02 has some serious bugs. Return your disks (with \$3.00) to OSS to receive an upgrade to 2.03.

Computability is selling Thompson 4120 monitors with an RGB cable for ST's for \$80 less than the Atari monitor. The resolution is equal to the current ST monitors and the screen is 14" as opposed to 12". The monitor also supports video and audio lines in, so you can use your VCR as a tuner! It also has a 'green screen' switch to make it easier on your eyes.

Well, that's about it. See you all next month. (By the way, if you have any comments or suggestions concerning my column, drop me a note on Genie!)

## Two Winners From FTL Games

*Review by Bob Retelle (MACE & WAUG)*

After a long dry spell, FTL Games has just released two excellent games. Both "Dungeon Master" and "OIDS" are winners, although in completely different categories.

### *Dungeon Master*

More than a year ago, FTL released a demo of a new game they were working on, called "Dungeon Master". The demo displayed amazing graphics and gave a tantalizing look at a game in the "Dungeons and Dragons" genre. At long last, Dungeon Master has arrived, and it was well worth the wait. In fact, this may well be the BEST game ever released for the Atari ST..!

The game comes with a large booklet which fills in the background against which the game is set. You play the part of the Grey Lord's apprentice, on a quest to recover the Wizard's Firestaff and defeat the evil Lord Chaos. Because the Catastrophe which split the Wizard into Good and Evil also affected you, making you an immaterial being, you must choose a party of four Champions to direct through the Dungeon in your place.

Your first stop on your trip into the Dungeon is the Hall of Champions to select your band of Adventurers. There are 24 to choose from, all with different characteristics, skills and equipment.

Once your group is formed, it's time to open the foreboding-looking door into the Dungeon and quest onward. From that point on, you will be drawn into the realism and magic of this game. The Dungeon is dark, so you will need either torches or magical spells to light your way. The darkness creeps back realistically as the torches burn low, giving an eerie feeling of reality to the exploration of the tunnels.

Suddenly you detect a flicker of motion in the darkness ahead... is it a band of mummies hovering just outside the circle of light from your torch? Or is it another pair of nasty blue trolls waiting to bash you with their clubs..? Whatever it is, it's coming down the tunnel toward you and you'd better get ready!

There is a multitude of clever tricks and puzzles to solve, in addition to the hordes of realistically animated creatures to slay. Careful searching is a necessity, because not all the interesting items in the Dungeon are immediately obvious. Iron keys lying on the grey stones of the floor are devilishly hard to spot..! There are levers to pull, locks to unlock and pits to watch out for, as well as helpful (for the most part, that is..!) messages scratched on the walls. Scrolls will initiate you into the ways of Magic, and you'll find morsels of food scattered about as well.

The user interface in Dungeon Master is excellent. Because the game runs in 'real-time', this is extremely important, especially during battles. You control the actions of your players with the mouse, choosing weapons, order of battle and type of attack. A great deal of information about each of your characters is available to you in a nicely logical layout, from their physical condition and inventory, to how hungry and thirsty they happen to be. All options and status reports are available during battles too, so you can even prepare a healing potion to gulp down between swipes at the nasties.

Game play is interspersed with high quality digitized sound effects which add immensely to the realism of the game. When you pull a lever, you hear the rattle of chains opening a massive door. Bump your party into a wall and they make a very realistic "Ooof!"

As richly detailed and complex as Dungeon Master is, FTL Games has managed to compress all the graphics, sounds and little touches which add so

much to the game onto one single-sided diskette. The game will run on a standard unmodified 520 ST, and requires a color monitor or TV.

Dungeon Master is so complex and involving that messages asking questions and giving playing hints have been appearing in unprecedented numbers on Compuserve and other information services, as well as local computer Bulletin Board Systems. While it's definitely possible to solve the puzzles and win the game by yourself, it's nice to know that you're not alone when you're stuck!

About the only thing I could find to complain about is the fact that Dungeon Master has become so popular, it took me several weeks to locate it in stock anywhere..!

This game is highly recommended for everyone! It has elements of action games, role-playing games, and Adventure puzzle games, as well as showing off the sound and graphics capabilities of the Atari ST.

### OIDS

Another excellent program from FTL Games, OIDS is a little bit difficult to classify. Perhaps it can be best described as a "Combat Lunar-Lander Choplifter Adventure".

The packaging and story-line premise of the game actually have little to do with the game itself, something which may hurt sales. I know I probably would have passed it up if I hadn't read messages about it on Compuserve which gave me an idea of what it really was like.

Supposedly the Fiendish Biocreates are turning the poor defenseless robot 'Oids' into toasters and vending machines. It's your mission to fly in and liberate them from their oppressors. In actuality, the game is very similar to "Choplifter," in that you have to blast open the domes where the 'Oids' are imprisoned, then land and pick up the little waving characters and fly them back up to your Mother Ship. (Choplifter players will be relieved to know that the Oids are smart enough not to run under your ship as you're landing!)

In this game, the mission is complicated by an entire array of nasty planetoid defenses. There are fixed 'DinoGun' emplacements shooting at you, Missile Launchers which fire missiles that follow your ship, "Bonus Towers" which rise sneakily out of the ground and explode catastrophically and Biocrete Bases which spew out all kinds of unfriendly things!

There are more defenses, each with its own devious method of attack, including Repulsor Beams and Tractor Beams.

All of this takes place in "Galaxies" of increasing difficulty, each made up of several "Planetoids." As the difficulty of the Galaxies becomes greater, the Planetoids become more and more unfriendly, with craggy mountains to snag your ship, and narrow, twisting passageways to negotiate. I know for a certainty there are quite a few Planetoids I'll never see in the course of a normal game!

There are fuel dumps to refuel your ship and transporter pads which will zap you off to parts unknown, including deep within the planetoids. To protect your ship when things get hectic, you can activate your shields which makes you invulnerable... while they last. Recharging the shields takes fuel, which is always in short supply. Luckily, every time you return to the Mother Ship with a full load of Oids, it's refueled for you.

Once again, FTL has incorporated a very well done set of player controls. The ship is a true ballistic object, much like the ship in "Asteroids". Once you get moving by thrusting, you have to turn the ship around and thrust in the opposite direction to stop. The controls consist of rotating the ship left or right, thrusters, and toggling the shields on and off. The controls are responsive and quick and can be played from either the keyboard or joystick. My only complaint is that with the joystick you fire your "NovaBombs" by "double-clicking" the fire button. In the heat of battle, it's all too easy to accidentally loose a NovaBomb and nuke an Oids dome. It's a good attempt to solve the problem of two weapons systems and only one fire button though, and it gets better with practice.

As good as the game itself is, there's even more included in the package. FTL has given us an "OIDS Construction Set" in the form of a game editor and librarian program. You can modify the existing Planetoids which come on the game disk, or start from scratch and design your own devious Planetoids for your friends to play. The game librarian allows you to move "Game Libraries" of Galaxies to and from a separate disk. The editor lets you easily draw complex mountainscapes, and place up to 64 objects on the screen, then playtest your new Planetoid.

This "Test Game" feature of the editor is the *only* way I've seen some of the advanced levels. I've resigned myself to the fact that I'll never get through



them as part of a regular game, they're that tough! One thing that must be stressed is that OIDS is *not* a high speed "shoot-'em-up" kind of game. There is plenty of action, but most of the time you'll be ever-so-slowly inching your way through narrow caverns, delicately balancing gravity with short bursts on your thrusters. In fact, you have to be careful not to get going too fast, since it takes an equal, but opposite amount of thrust to slow you down again.

I did find something that disturbed me about the program, which had nothing to do with the game itself--the way it reacts to the disk being write-protected. As soon as I took the disk out of the box, I slid the write-protect tab over, as I do on all my commercial disks. When I tried to boot the game however, it went as far as the OIDS logo and stopped. I'd been having trouble with my 1 Meg RAM upgrade at this time, so I eventually went as far as to unplug the expansion board. The game still refused to boot.

Finally, as a last resort, I removed the write-protection and the disk booted. It really makes me nervous to have a program writing onto the original disk, especially when all it's doing normally is writing the high scores. I prefer the way games from MichTron handle it, where you can write-protect the disk and they just shrug it off and go on playing if they can't save the high scores.

In all, this is an excellent game, well executed, and with very good graphics. It's highly recommended, for both arcade game players and action-adventure players.

## Living with the XEP80

*A Subjective review by Wally Wong  
Reprinted from the December Puget Sound  
Atari News.*

[Editor's note: Because of problems with space, the first part of this article appeared in last month's issue.]

The following are some thrills and chills related to the 80-column display of the XEP80 I've experienced during the course of a month since I bought the XEP80. Remember, these are still preliminary experiences and are not conclusive, especially the items listed in CHILLS. I qualify that because the XEP80 handler is relocatable and compatability may just be finding the right spot for the handler.

### 80-Column Thrills

It is compatible with SparaDOS 3.2. The XEP80 handler (the AUTORUN.SYS file on the distribution disk) must be installed through the STARTUP.BAT. I renamed the AUTORUN.SYS file to XEP80.COM and when creating the STARTUP.BAT file, the XEP80 file should be the last item in the batch. I have not tried it with the Time/Date display (TD) line since I rarely use it because of the conflicts with other programs. Note: If you happen to setup your ramdisk (RD.COM) after installing the handler, you'll get garbage on the screen. I found turning the XEP80 off and back on, the screen clears and behaves.

Atari BASIC -- you still have a maximum of three lines per line, but now three lines equals 240 characters instead of 120. I would refrain from extending BASIC lines beyond 120 to maintain compatability between the XEP80 and standard 40-column screens. SETCOLOR and DRAWTO commands cannot be used.

MAC/65, YES! The display is good on a color monitor and great on a monochrome. The doc file provides plenty of information to develop some great applications taking advantage of the XEP80. I've been looking at some PD/Shareware text editors written in BASIC that could easily be modified to use the XEP80. Remember to give credit to the author if you play on using existing programs as a foundation for your programming. I'll leave it to your good programming morals to contact authors before you start hacking someone's program and distributing them.

The demo programs on the distribution disk are a great source for programming ideas and tips on how to use the many attributes of the XEP80.

80-Column Chills There are no programs available that use the XEP80 except for the demo programs.

AtariWriter 80, if I may call it that, will be a couple of months before it is released. Contrary to some rumors that the AW80 was cancelled or shelved, the AW80 is being worked on according to Neil Harris on GENie.

No ACTION! XEP80 does not like the way ACTION! behaves with the screen.

No BASIC XE. Same reason as above. Probably the same with BASIC XL.

I also found that with the system on, it may try to

reboot when turning the XEP80 off and on with DOS 2.5, sometimes. Turning the XEP80 off and on like this is probably not good for your system, so make sure you process the SpartaDOS batch files correctly to avoid this.

Inconvenience between switching plugs connecting the monitor between the video cable coming out of my XE and the XEP80. You can't have both connected at the same time. There are two solution: A) Run out and buy a monochrome composite monitor. Connect the XEP80 into this monitor and keep the video connected to the color composite monitor (or vice versa if your present monitor is monochrome) or; B) Build a switch box that will handle all the different connections. Plans for the switch box that I built are simple, and I'll submit it to PSAN for publication...next month.

Have programs that use Display Lists Interrupts? Forget it. Can't use DRAWTO or SETCOLOR command of BASIC, not to mention graphic modes other than Graphic 0.

Here is the list of programs I've played with, and the results:

PAPERCLIP – unable to boot XEP80 handler without turning system off and back on to boot PAPERCLIP.

AtariWriter – no go.

AtariWriter Plus – no go.

XLent's First Wordprocessor – no go.

SpeedScript – no go, locks up.

TextPro – almost, you can load the handler with Textpro, but the characters are hidden. You can even load a file and send it to the printer through the XEP80 printer interface, but the characters are not displayed on the screen, though you can get a menu listing and "see" the files listed.

### *Printer Thrills*

It seems to work fine with Atari BASIC. Haven't tried any BASIC graphic printing programs yet.

FontMaster works.

### *Printer Chills*

Since just about all the wordprocessors were written before the XEP80 was released and weren't expected to work with the XEP80, it follows that it wouldn't work with the XEP80 printer interface either. So, don't throw the one you have now away until you're sure the XEP80 will replace it.

### *Neutral Notes*

Be sure you try out the monitor with the XEP80

before you buy. Some monitors have a 40 or 80 column switch either inside or outside. This switch might have to be set to obtain a decent display (as suggested by Darryl, Atari Tech.).

If your monochrome monitor looks fine in 40 columns, but you get flashes of indecipherable dots, try adjusting the horizontal hold. Again, this adjustment might be internal, so think before you jump.

The XEP80 supports bit-mapped graphics, 320x200. The XEP80 handler replaces the E:, S: and P: vectors in the Handler Address Table.

### *Personal Touch*

I believe this is the single product that could make or break the "only a game machine" mentality concerning the 8bit Ataris. Due to the inavailability of XEP80 compatible software, this item is going to sit around on vendors' shelves for a long time. At this point, the only people expected to buy the XEP80 would be the die-hard 8bit software developers and hardware hackers like me.

I see the XEP80 as the key to the "next" wave of Atari 8bit software. Don't be disappointed with Atari or software publishers. Almost all the software available now was developed long before Atari conceived the XEP80 design, and I don't know if the XEP80 could have been designed to work with "yesterday's" software.

The sales of the XEP80 must be low or distribution is scare by the communications I come across on some of the paid BBSes. I heard one user working on a VT100 program to take advantage of the XEP80. I've been tinkering around with a simple word processor for the XEP80. If we can get enough hackers with these modules, we'll start to have something to use with our XEP80s. Atari is working on the 80-column AtariWriter, and it's soon to be released. I don't see software publishers beating the doors down to give us something to use with the XEP80, especially with the sales of the modules at a trickle. It's the old Catch 22; the software publishers won't develop software for the handful of XEP80s that have been sold, and Atari won't be able to sell the XEP80s because there's nothing to drive it.

Another major flaw with the XEP80 is the parallel printer port. It may be fine and dandy with the 80-column AtariWriter, but users are going to have problems with existing software. The "defacto" standard Atari interface is the 850, no question about

that. Atari should have designed the printer interface with the 850 in mind, i.e. the serial I/O port, just like ALL the other interfaces. Users are going to be forced to buy another printer interface if they want to run PrintShop or any other programs that are SIO designed. In my opinion, they should have left this out and lowered the price or designed it with the SIO in mind. The solution would probably be for someone to modify the OS with the proper printer handlers and burn them into EPROMs.

To qualify my negativity about the printer interface more than the 80 column aspects of XEP80 -- the 80-column design is new, and I didn't expect everything, or anything at that, to function with it.

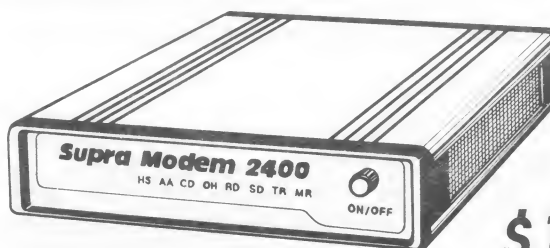
On the other hand, mostly all the existing programs that communicate to printers were written with the 850 in mind, and for the XEP80 to deviate from this standard is wrong. By deviation, I'm referring to the installation of the printer handlers via software. So,

I'll keep my 850, thank you, and concentrate on the 80 column.

The 80 column is very nice and sharp, and lends itself to some great software ready to be written to take advantage of it. If the new software is done well, and released in reasonable time, and the advent of the new disk drive, and maybe a drop in price, the Atari XE will be the most affordable, versatile and serious computer system on the market. Imagine the day when new computer buyers chose the Atari because it's *affordable* and *does the job well!!!!*... and it has great graphics and games. We know this already; now it's time for the public to find out.

If you have any questions or comments about this review, or the XEP80 in general, you can reach me on Compuserve[75126,3463] or GENie[WWONG]. If you are planning to include this review in your newsletter, I'd appreciate a copy of the newsletter or just a note indicating so.

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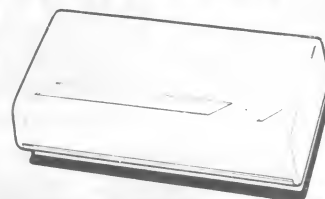
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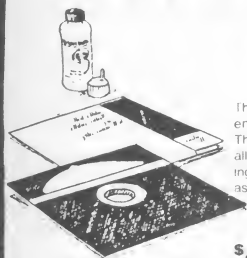
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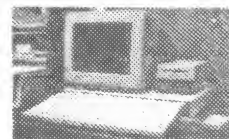
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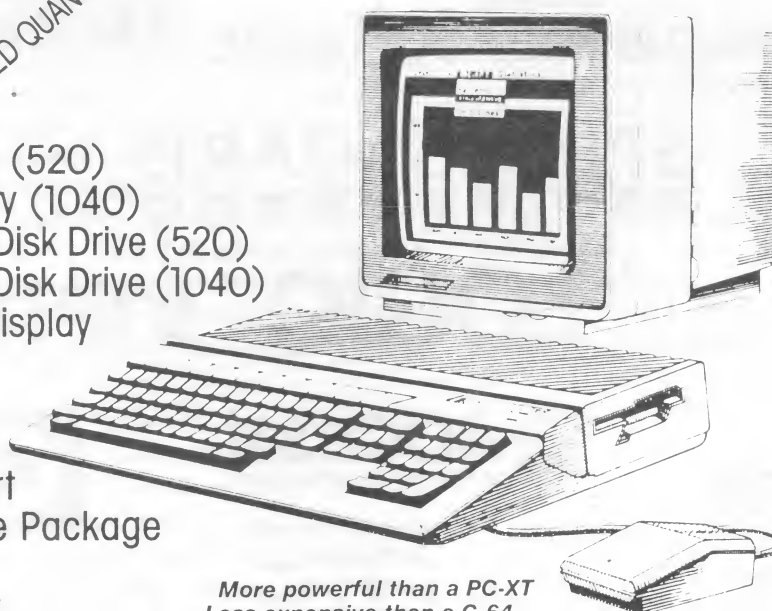
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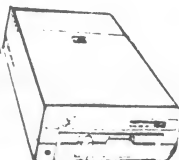
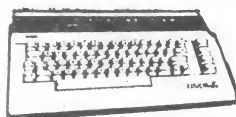
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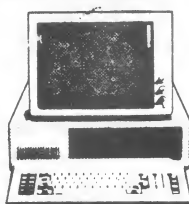


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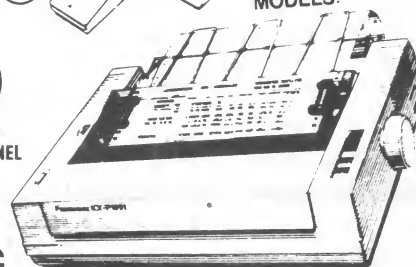


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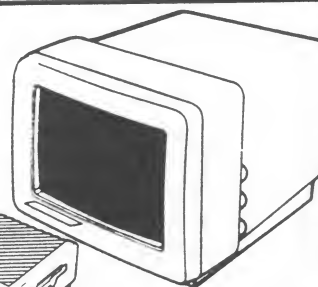
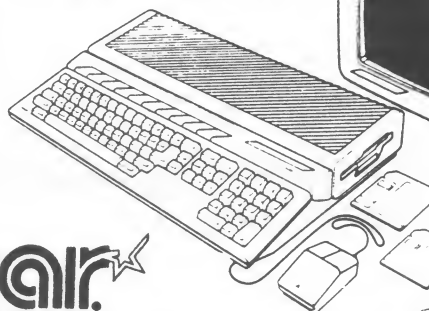
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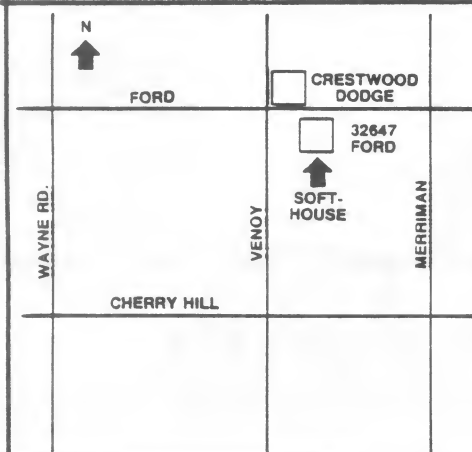
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## Bits of BASIC

*'Protecting' Your 8-Bit Software (Cont'd)*  
By M. Olin (MACE, WAUG)

Last month (MAM, January '88), I discussed some ways to keep prying eyes from viewing your software coding routines by making it very difficult to LIST your BASIC programs. This month I thought it might be nice to describe an interesting technique that could help prevent COPYING of your programs as well. The operations described herein are designed for use with Atari DOS 2.x and may not work with other DOSes. As always, there are methods which will circumvent the procedure described below, so there are no guarantees implied in this writing. Nonetheless, it makes for interesting experimentation which is always encouraged! (REMEMBER: keep a backup copy of your programs in case something should not work as expected. The modifications described below should never be performed on your original diskettes.)

You are, we shall assume, well aware that choosing item 'A' from the DOS menu screen will give you a directory listing of the files that are on the disk in Drive #1. On requesting this command, one quickly notices the standard format of the data that is retrieved from the Directory Entry Table (sectors #361-368): the first byte indicates if the file is write-locked (an asterisk is displayed,) bytes #3-10 are the file name, #11-13 are the file extender, and #15-17 indicate the amount of disk space used by this file (in number of sectors.)

As you take a closer look at the display, you will quickly notice the filenames are all in upper case alpha characters. Digits 0-9 are allowed in all positions, excluding the very first character which MUST be A-Z; punctuation and imbedded spaces are taboo. Our exercise today will be to alter this condition, thereby allowing other characters to be used. Once this is done, your files can be named in such a manner as to permit the use of the more cryptic Atascii graphics character set which would make the Directory listing virtually illegible.

We will do this, as you will soon see, by altering some important memory locations within the DOS program. The result will be that, without having a copy of your DOS disk, the "enemy" will not be able to use the COPY command from the DOS command menu to move your program onto another disk. S/He simply will not be able to make DOS find your program, hence the COPY command will not work.

re's how it's done: by changing two memory locations in the DOS "Decode Filenames" routine, additional characters are allowed. POKEing memory location 3818 with a new value (try using 1, the Atascii CTRL-A character) will determine the lowest Atascii character code permitted for use when defining a filename. We will then POKE location 3822 with the Atascii value (try using 57, the Atascii code for the number 0) that represents the highest Atascii character code permitted for use.

Once the changes are made, we simply enter the "DOS" command from BASIC, then create new DOS files on the target disk using the 'H' WRITE DOS FILES command. The changes that we have made will only work if a disk containing the modified DOS is booted. Notice that the highest allowable character is LOWER THAN 'A' (Atascii 65) therefore NO standard alpha characters will be accepted at all!

When you are done writing your program, you can SAVE it to this new disk by simply holding the Control key down while specifying the filename in the SAVE "D:filename" command. If your BASIC program makes regular use of disk-based data files, you will also need to make sure these files are appropriately named within your BASIC code.

By experimenting with this idea, you will find any number of ways to alter your program names, and the insights you will gain into the inner working of Atari DOS will be of great benefit to you in the future.

## Silicon Spelunking Tos Takes Parameters

*Copyright (C)1988 by Brian Hall (WAUG)*

Command Line interpreters (CLIs) have been out for the ST almost since day one. From the COMMAND.PRg that came with the developers kit to Pcommand, Gulag, and MT C-Shell. What they all have in common are commands built-in to the CLI along with the ability to execute programs from within the CLI. Some, such as MT C-shell even have DIR and PRINT as external commands. All of these programs are of the TTP type -- TOS Takes Parameters.

### *The Good News and the Bad News*

The limitation of this is that you may not (legally) use GEM in these programs. The advantage is that you may pass a string to the program. For example, in Pcommand you could type in the following line:  
ARC X SILICON1 \*.\*  
→



ARC is the name of the program to run (since ARC is not a built-in (or intrinsic) command of Pcommand. Because ARC is of the TIP variety, the whole string is passed to the program ARC and is known as the argument.

### *That's nice, but what does it DO?*

With the language C, you can optionally declare two parameters to the function called "main". These are "argc" and "argv". To set things up, you must declare argc as an int, and argv as a pointer to pointers of characters – in other words, an array of pointers to strings, or a string array. This looks something like:

```
main(argc,argv) int argc; char *argv[];
```

When your code is executed, argc will equal the number of parameters you passed to the program, plus one for the name of the program itself. Argv will contain each word of the command line as a separate string. In the above ARC example, arc would equal 4 and argv would look like this:

```
argv[0]="ARC" argv[1]="SILICON1" argv[2]="X"
argv[3]="".*
```

Note that with some CLIs (and with GEM) argv[0] may NOT be "ARC" but simply a null string. This isn't all that bad, but it is nice to be able to print the name of the program if the user doesn't enter the correct parameters.

### *Putting it All Together*

There are two example programs this month, echo.c and strings.c. They are both somewhat like commands of the same name found under the Unix operating system. Echo will simply echo back all of the words on the command line, one per line. Strings is nifty. Give it a filename and it will show you all of the text strings in it. Very useful to get a peek at some binary files. Just try "STRINGS -10 STRINGS.TIP" (without the quote marks) to see all of the text in the strings program itself.

If you would like to download the text of this article, or the example programs, look in the MAM download area of the Treasure Chest at 313/973-9137. They can also be found in the Atari conference of the Neon Brain at 313/747-6260. You can reach them both via Merit.

**Suggested Reading:** The C Programming Language, Kernighan & Ritchie, Prentice-Hall. Next Month: Joysticks

```
/* echo.c - echo back the command line
 * Copyright 1988, by Brian Hall
 * Created 01/19/88 * Updated 01/19/88 */
#include <stdio.h>
```

```
main(argc,argv)
int argc;
char *argv[];
{
    int x;
    for (x=0; x<argc; x++) puts(argv[x]);
}
```

```
/* strings.c - Program to display printable strings in a file.
 * Copyright 1988 By Brian Hall
 * (uucp: ...itivax!emucsc!bhall)
 * Syntax: STRINGS [[[ -n ][file]]...]
 * Created 05/29/87
 * Updated 01/19/88 */
#include <stdio.h>
#include <ctype.h>
/* Maximum len of any single string we can handle */
#define MAXLEN 1024
```

```
main(argc,argv)
int argc;
char *argv[];
{
    int x,width=5;
    if (argc<2) puts("usage: STRINGS [[[ -n ][file]]...]");
    for (x=1;x<argc;x++) {
        if (*argv[x]!='\0') width = -atoi(argv[x]);
        else strings(argv[x],width);
    }
}
```

```
strings(fname,width)
char *fname;
int width;
{
    FILE *fp;
    char ln[MAXLEN+1];
    int c,x=0;
    if ((fp=fopen(fname,"r"))==NULL) {
        printf("\nNo such file: %s\n——\n",fname);
        return 0;
    }
    printf("\nFile: %s Width: %d\n——\n",fname,width);
    while ((c=fgetc(fp))> -1) {
        ln[x]=c;
        if (isprint(ln[x]) && x<MAXLEN) x++;
        else {
            if (x>=width) {
                ln[x++]=0;
                puts(ln);
            }
            x=0;
        }
    }
    return 1;
}
```

## New 8bit Public Domain Software

By John Nagy

The 8bit public domain program supply seemed in danger of drying up a year or so ago when the ST was "the thing." But the flow of full-featured, large-scale applications software just keeps coming, and is available from user groups, on GENie and Compu-Serve telecommunication pay services, as well as from private and club BBSes around the country.

Next month, look for a report on "Daisy Dot II," a remarkable letter-quality printing package that makes dot-matrix printers really sing. It is *three* full disks and is based on Roy Goldman's original package popular last year.

Another package I am still looking over is Sign-maker, another public domain application that emulates much of PrintShop (a commercial program by Broderbund), but with even more control and content. It allows common fonts to be used in eight sizes on any combination of lines for remarkable posters and signs. More on it next month as well.

Meanwhile, Tom Hunt of Ashland, Ohio, has been developing software for the upgraded Atari XL/XE (256K and up) machines. His "The Works" package is a page-designer featuring "what you see is what you get" font and graphic control using standard Atari screen fonts (dozens available) and PrintShop converted icons. His program allows endlessly changing fonts and any number of joystick-placed icons on a sheet. Although certain features are lacking (like ability to get a disk directory from within the program), it is a very workable utility and will undoubtedly be used for newsletters and projects of many kinds. Tom tells me he is still working on version #3 of The Works, but most of his effort is going into another 256K+ project - MTOS.

MTOS is an operating system extension written for the expanded machines that will actually allow you to load and run several programs at once! Multi-tasking "slices" the time up and distributes the computer's efforts across several jobs. The Atari was never expected to cope with that sort of thing, and speed is a problem even when executing *one* program, but for some applications, conducting several programs simultaneously, even though slower, might be just the thing. The internal printer buffer is just one that comes to mind, allowing you to continue to type or whatever while a long document prints.

Tom has released version 1 of MTOS and invites

programmers and interested users to communicate with him via the Balloon Works BBS, 419-289-8392.

Each of these programs is available for free distribution from the major telecommunication services. Many of these public domain programs are distributed requesting the user send some donation to the author in proportion to their satisfaction. Usually \$5 or so is suggested. This is the only reward most of the current flock of 8bit programmers will ever see, and they are reporting *very little* donations coming in. Even Keith Ledbetter, author of the fantastic Express terminal program series, has gotten next to nothing for his "shareware" projects. It seems Atari users just aren't used to paying anything for programs. Piracy virtually drove the commercial software market into a hole, and now the same attitude of something for nothing is encouraging our PD authors to produce *nothing* for nothing. How many times (if ever) have you sent a buck in appreciation of a shareware-type program? I'm no better, but I'm working on it. Maybe you could suggest to your local user group that they send something to a couple of the authors. After all, they wrote the programs the club sells in the disk library.

## Modem Speaker Correction

by D.F. Neff

The January issue of MAM (Vol. 3, No. 1) contains a construction article titled "Add-on Modem Speaker." The parts list on page 15 contains some errors in the number sequence for the capacitors. The following parts list is the proper one for the schematic diagram shown in Figure 1 of the article.

I apologize for the frustration and disappointment experienced by those of you who constructed the speaker amp with the original parts list.

### Parts List

Item	Description	Radio Shack#
B1	9 Volt Batt.	272-1022
C1	10uF, Nonpolar	272-999
C2	-not used-	—
C3	.01 uF Cap	272-1065
C4, C6	10uF Cap	272-1025
C5	100uF Cap	272-1044
C7	220uF Cap	272-1029
IC1	LM386 Amp	276-1731
R1	Trimpot	271-218
SP1	Speaker	40-1250
SW1	DPDT Switch	275-614
Miscellaneous		
—	Batt. Clip	270-326
—	Batt. Plug	270-325
—	IC Socket	276-1995
—	PC Board	276-168
—	Wire, screws	

## 600XL Monitor Outputs

by Don Neff

### The Project

The inexpensive Atari 600XL computer is often maligned as being inferior to its brother, the 800XL. In reality, the 600XL is a stripped-down 800XL which can easily be returned to 800XL status. The most obvious differences between these two computers are the 600XL's smaller memory bank and lack of video/audio monitor outputs. This article tells you how to add the missing monitor outputs so you are no longer forced to use a TV as a monitor.

When Atari first designed the 600XL, they intended it to have a monitor plug in addition to the RF modulator, just like the 800XL. Later, they changed their mind and supplied only the TV RF modulator to keep their costs down. Luckily for us, they didn't modify their original circuit board design. Instead, they just didn't install the components which are needed to create the monitor signals. The original copper traces are still on the circuit board waiting for you to install the necessary components.

### Opening Your 600XL

Gently remove the top of your 600XL and carefully unplug the keyboard from the mother board. In the front, right corner of the motherboard you'll find the part number and revision number for your board. They should read:

P/N:150600008

REV 8A 600XL

If your numbers are different than these, you may still be able to add this circuit if your board contains the unused circuit traces described here.

Take the upper shield off the motherboard by twisting the mounting tabs with small pliers. Remove the mother board by unscrewing the two mounting screws and firmly lifting the front of the motherboard while prying the case away from the joystick ports. Remove the shield from the bottom of the motherboard and set everything, except the motherboard, out of the way.

Look at the rear left quarter of the top of the motherboard. To the left of the TV modulator, and behind U19 (a CD4050 chip), you should see a section of circuit board which is missing some components. The most obvious of the missing components are transistors Q7, Q8, and Q9. If you do not have this area on your motherboard, you can not make this modification. You will also notice an area of missing components (Q5, U24, etc.) located between the clock crystal and the color adjustment pot. Do not confuse this area with the one we need.

Transistors Q7-Q9 were to be the color amps which would have supplied a signal to a monitor jack to have been located where the channel select switch now resides instead. We are going to install the missing components to create a circuit similar to Figure 1. The finished circuit will provide the following output signals to your monitor:

- Audio
- Comp. Luminance
- Comp. Chroma
- Comp. Video

### Installing the Parts

Make sure you understand the resistor color code so you don't install any of the resistors in wrong locations. I suggest you pick up Radio Shack's pocket

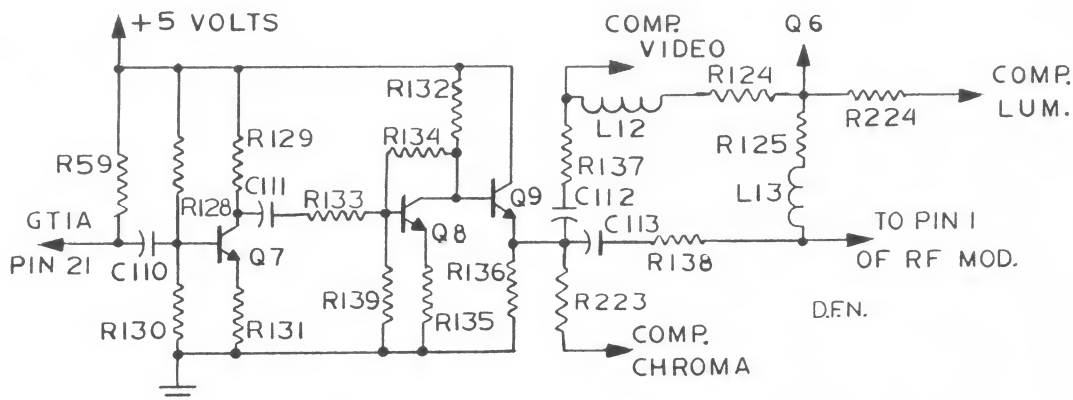


FIGURE 1



color code guide (RS 271-1210) to be safe. Almost all the resistors are used for transistor bias and a misplaced resistor can keep the circuit from working. If your finished project doesn't have a crisp, bright display, you should recheck all your resistor values.

Install all of the resistors and capacitors before installing the transistors. This will prevent damage to the transistors by the heat of soldering other components.

Notice most of the component numbers on the board are to the right of the holes they correspond to, when viewed from the front of the board. Mount the components according to the numbers printed on your board instead of the numbers shown in Figure 1. Your actual circuit may be slightly different than Figure 1, since Atari often used several variations of the same circuit.

C110 and R57 may already be installed on your board, along with some of the other parts, depending on when and where it was assembled.

L12 is a small coil which is not easily obtainable. Make a jumper from a piece of resistor lead and install it in place of L12.

When all other components have been soldered in place, you may install transistors Q7, Q8, Q9 using Figure 2 as an orientation guide. Notice that the transistor cases are the same shape as their outline on the circuit board and install them accordingly.

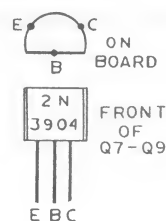


FIGURE 2

Gently bend the transistor leads with small needle-nose pliers to line them up with their appropriate mounting holes. Do not heat any transistor lead for more than four seconds when soldering them in place.

#### Cables

Cut one of the two plugs off of each of the four cables. Prepare the cut end of the cables by stripping and tinning the wires.

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Prices Reflect Cash Discount - Quantities Vary - Sale Ends 2-29-88			

I removed my TV modulator and used the resulting hole in the case to pass the four cables through the computer case. I used the ground plane beneath the modulator as the attachment point for the shields of the four cables. If you choose to retain the RF modulator, you'll have to make an extra hole in your plastic case and metal shield to accommodate the new cables.

Pass the cables through the hole in the case before soldering them in place on the circuit board. Select a grounding point and solder the shields of all four cables to this point.

### Audio Output

The audio signal can be picked up at the right corner of the channel select switch as shown in Figure 3. Solder the center lead of one of the four cables at this point. Label the plug of this cable as the audio plug. This audio signal can be fed to your monitor, stereo, or auxiliary amplifier.

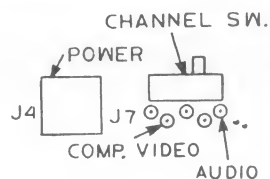


FIGURE 3

### Composite Video

To the left of the audio connection, near the left corner of the channel select switch, are two more solder pads, as shown in Figure 3. One of these pads has a thin trace running over to R137 and the jumper you installed in place of L12. This is the pad which has the composite video (combined chroma and luminance) signal. Solder the center lead of one of the cables to this solder pad. Label the plug on this cable as the composite video plug.

### Composite Luminance

Label one of the plugs as the luminance (pixel brightness) plug. Solder resistor R224 to the center lead at the other end of this cable. Cover the exposed connection and leads of the resistor with tubing or electrical tape to avoid short circuits with other wires. Leave enough of the free end of the resistor lead exposed to make a solder connection to the luminance circuit.

The luminance signal comes from the emitter of Q6 and can best be picked up at the junction of R124 and R125, as shown in Figure 1. Locate R124 and R125 on the circuit board (near the jumper you installed for L12) and use a VOM to determine

which lead of R124 is connected to R125. That lead of R124 is the attachment point for R224 (on the luminance cable). Loop the free lead of R224 around the lead of R124 (which connects to R125) and solder them together.

### Composite Chroma

Label one of the plugs as the chroma (pixel color) plug. Solder resistor R223 to the center lead at the other end of this cable. Cover the exposed connection and leads of the resistor with tubing or electrical tape to avoid short circuits with other wires. Leave enough of the free end of the resistor lead exposed to make a solder connection to the chroma circuit.

The chroma signal comes from the emitter of Q9 and can best be picked up at R136, as shown in Figure 1. Locate R136 on the circuit board (near the jumper you installed for L12) and determine which end is grounded and which is not. The ungrounded lead of R136 is the attachment point for R223 (on the chroma cable). Loop the free lead of R223 around the ungrounded lead of R136 and solder them together.

### Monitor Connections

All of the input jacks on your monitor should have an identifying label near them. If they don't, refer to your owner's manual for their function and label them yourself.

Connect the audio plug to the audio jack of your monitor. The cables specified in the parts list have standard phono plugs attached to them. If your monitor uses a phone jack for its audio input, you'll have to change the audio cable plug or use a phono-to-phone plug adaptor (RS# 274-320 or 274-359).

If your monitor offers you a choice between using video input or split chroma/luminance input, always use the split chroma/luminance inputs to get the best screen display. The composite video signal is a mixture of the chroma and luminance signals. This mixture of signals must be separated by the monitor before the signals can be used to create the screen display. The separation process is not always successful and the resulting screen display is often fuzzy and dull. The split chroma/luminance signals provide a sharp, colorful screen display, second only to an RGB or TTL monitor (neither are used in the Atari 8-bit world).

If your monitor offers only a composite video input,

you are going to have to accept the fact that your screen display will not be sharp. In fact, the fuzzy display of a TV, when used as a monitor, is a result of the composite video signal from the RF modulator. If you're using your computer for wordprocessing, this fuzziness can be hard on your eyes. However, when wordprocessing, or in other applications where you don't mind a monochrome display, you can plug the luminance plug into your video jack and have a very sharp display.

### Color Adjustment

Boot your computer with Basic and get a clear screen with the "READY" prompt displayed. Set the color controls on your monitor at their midpoint of travel. Adjust the color pot, R43 (lower left corner of the circuit board), to obtain a deep blue screen with bright white letters. If the letters are slightly blue, you have turned R43 too far.

Once the color has been adjusted to suit your tastes, you can reassemble the console and enjoy your improved screen display.

#### Parts List

Number	Part	Radio Shack #
—	4 Cables	42-2309
C110,113	100pf cap	272-123
C111	4.7pf cap	272-120
C112	.001uf	272-126
L12	Jumper	—
Q7,8,9	MPS3904	276-2016
R57,129, 131,132	1K ohms	271-1321
R124,136, 137,223,224	100 ohms	271-1311
R128*	4.7k ohms*	271-030
R128*	6.2k ohms*	271-025
R133	3.3k ohms	271-1328
R134	10k ohms	271-1325
R135	220 ohms	271-1313
R138	3k ohms	271-1328
R139	4.7k ohms	271-1330

\* Connect in series to form R128

## Disktool Modification

by David Bryant (GKAUG)

Here is some information on how to modify the program DISKTOOL REV 3 from *The ANALOG Compendium*. The modifications allow you to access the extra sectors of an ATARI DOS 2.5 diskette, all the way to sector 1040. Just type in the first listing and save to disk using the command.

LIST "D:DISKTOOL.LST"

Load the original listing #5 and merge the modifications by typing:

ENTER "D:DISKTOOL.LST"

Now SAVE the modified program:

SAVE "D:DISKTOOL.PT2"

There are also modifications to the basic program MAKEAUTO.BAS that creates an AUTORUN.SYS that will reserve low memory & disable the break key like the original, but also runs the first DISKTOOL basic program (be sure it has the name DSKTOOL.PT1). There are changes to the DATA statements in listing #1. Just type the new listing for MAKEAUTO.BAS. Then SAVE and RUN it.

You should now have five programs on your disk.

AUTORUN.SYS (modified)  
DSKTOOL.PT1 (not modified)  
DSKTOOL.PT2 (modified for DOS 2.5)  
MAKEAUTO.BAS (modified)  
DISKTOOL.LST (new modifications)

Boot the disk with Basic and DISKTOOL 3.0 will autoloading for you.

[Editor's Note: DiskTool and the files for doing this modification may be downloaded from the Treasure Chest BBS]

#### Modifications to be placed in DISKTOOL.LST

```

460 REM * CK SECNUM LIMITS <1 >1040 *
475 SECNUM=VAL(A):IF SECNUM<1 OR SECNUM>1040 THEN ?
"  INVALID SECTOR-RANGE IS (1-1040)":POP:GOTO PROCINP
530 REM * ROLL SECTOR NUM TO 1 IF *
550 IF SECNUM>1040 THEN SECNUM=1
570 REM * ROLL SECTOR NUM TO 1040 *
590 IF SECNUM<1 THEN SECNUM=1040
880 IF PEEK(ERRFLG)=138 THEN ? "DRIVE ";DRIVE;" DOES NOT
RESPOND!"
881 IF PEEK(ERRFLG) THEN ? "CAN'T READ
SECTOR";SECNUM;" ($");HEXREP$;"):POKE ERRFLG,0:GOTO
PROCINP
882 REM
883 IF SECNUM>1024 THEN ? " DOS 2.5 SECTOR NOT IN USE ":?
" SECTOR==>";SECNUM;" ($");HEXREP$;")
884 IF SECNUM>1024 THEN GOTO PROCINP
885 REM
886 IF SECNUM=360 THEN ? "VTOC SECTOR1=>360 ($0168)":?
"CREATED DOS ";PEEK(CASBUF):? "FREE SECTORS=>";
887 IF SECNUM=360 THEN ? PEEK(CASBUF+3)+
PEEK(CASBUF+4)*256:GOTO PROCINP
888 IF SECNUM=1024 THEN ? "VTOC SECTOR2=>1024($0400)":? "
DOS => 2.5":? "FREE SECTORS=>";
889 IF SECNUM=1024 THEN ? PEEK(CASBUF+122)+
PEEK(CASBUF+123)*256:GOTO PROCINP
890 IF SECNUM<369 AND SECNUM>360 THEN ? " DIRECTORY
SECTOR ";SECNUM;" ($");HEXREP$;"):GOTO PROCINP

```

#### Modified Listing for MAKEAUTO.BAS

```

10 GRAPHICS 2+16
15 ? #6;" +++++++"
20 ? #6;" + ANALOG 400/800 +"
25 ? #6;" + DSKTOOL.RV3 +"
30 ? #6;" + autorun.sys +"
35 ? #6;" + CREATOR PROG +"
40 ? #6;" + modified +"
45 ? #6;" + FOR DOS 2.5 +"
50 ? #6;" +++++++"
55 ? #6;" hit any key to"? #6;" create AUTORUN.SYS"? #6;" file"
60 OPEN #1,4,0,"K:"
65 GET #1,A
70 CLOSE #1
75 ? #6;" creating file"

```



```

80 OPEN #1,8,0,"D:AUTORUN.SYS"
85 PUT #1,255:REM HEADER $FF
90 PUT #1,255:REM HEADER $FF
100 PUT #1,0:REM LOAD START LSB $00
105 PUT #1,6:REM LOAD START MSB $06
110 PUT #1,156:REM LOAD END  LSB $4A
115 PUT #1,6:REM LOAD END  MSB $06
120 READ A:IF A=999 THEN GOTO 140
123 REM ** NOW PUT OUT REST OF PROG **
125 PUT #1,A
130 GOTO 120
140 CLOSE #1
160 POSITION 3,10: #6;" FILE WRITTEN"
170 GOTO 170
1000 DATA 169,196,141,197,2,24,173,231,2,105,184,141,231,2,173,
232,2
1010 DATA 105,11,141,232,2,169,0,133,8,32,78,6,216,24,173,48,2,
105,4
1020 DATA 133,204,173,49,2,105,0,133,205,24,160,0,177,204,105,162,
133
1030 DATA 212,160,1,177,204,105,0,133,213
1040 DATA 160,32,185,125,6,145,212,136,208,248,169,13,141,74,3,96
1050 DATA 120,173,22,2,141,111,6,173,23,2,141,112,6
1060 DATA 169,103,141,22,2,169,6,141,23,2,88,96,72,173,14,210,16,4
1070 DATA 104,76,110,6
1080 DATA 169,127,141,14,210,165,16,141,14,210,104,64
1090 DATA 0,48,47,43,37,0,24,20,18,12,17,18,26,50,53,46,2
1100 DATA 36,17,26,36,51,43,52,47,47,44,14,48,52,17,2
1110 DATA 226,2,227,2,0,6,999
2000 REM *****
2010 REM * END AUTORUN.SYS *
2020 REM *  LOADER PROG  *
2030 REM *****

```

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## BITS AND PIECES

FROM THE

**Battle Creek Atari User Group**

### STATE OF THE CLUB

The club had their meeting on Jan. 14. This was the meeting to elect new officers and we had four people show!! Noone wanted to take an officer position and I declined to run again. As of now there is no president for the club. If the club is to continue then we definitely need more people to get involved!

I don't know if we will have a meeting in February. It is really up to you, the members. The attendance has never been great at our meetings. I almost dropped out of the club a year ago but was talked into becoming President. I reluctantly took the job and have tried to get things going, but the lack of support and interest has made it an uphill battle to say the least. Folks, this is your club. It has been said before that you get out of something what you put into it.

The club has failed for the following reasons.

The officers haven't done their jobs. The club should offer the members information on and assistance with their computers. Much of this information is in the club library in technical manuals and magazine articles, but the library only shows up at a meeting once in a while. The library should be available for people to check things out.

The disk librarian should write articles for the MAM magazine on what is new and of interest in the library so people will want to get the disks. The librarian should also provide a disk of the month which features new programs. But that has not happened!

The secretary should keep notes of the meetings and type up the notes to be published in the MAM each month. This has not happened either.

The membership/publicity chairman should send a news release to the area newspaper to announce our meetings. He should call members to see how they are doing, which would show our concern for them.

Another major failure has been the lack of a computer store in Battle Creek to steer people to the club. Most people in the area buy their equipment through the mail. This is their only real choice, unless they are willing to drive 100 miles!

I think this general lack of support from Atari is going to be the demise of the Atari Corporation. I feel there is terrible mismanagement in the company and that is why we don't have all those neat products that we have been hearing about. When I step my computer system up to a 16 or 32 bit system I will look at and compare all the available machines.

Atari needs to realize that their users will not be blindly loyal to them if they continue on the course that they have been following the past 2 years.

The club also needed a president that would rally the officers and the membership together behind him. This needs to be someone other than me. It seems no one wants the job. Without one person to act as a spokesman and coordinator, I suspect that the club will not be around much longer. If you, the members, want this club to continue then you need to show some interest.

I feel that the club offers the value of an outstanding newsletter, the chance to meet other users who can be a great help at times, and access to one of the best public domain libraries around. Do you want to give this up??? It is up to you.

Your Ex-President  
Chuck Steele

[Editor's Note: It is both saddening and distressing for us to hear this news. We had approached BCAUG nearly two months ago to do a "MAM Spotlight" on the past, present and future of their club. We sincerely hope that the club does not fail because when the individual owners cease to support the Atari, who's left?]



C.H.A.O.S. is the CAPITOL HILL ATARI OWNER'S SOCIETY, serving the ATARI community of the Lansing, Michigan area. The CAMPUS HILL ATARI OWNER'S SOCIETY is the Michigan State University chapter of C.H.A.O.S.

Membership dues are \$12.00 per year and entitle the member to a 1 year subscription to the Michigan Atari Magazine, a free disk from our regular library, access to our other libraries and facilities, as well as access to our other resources. Dues may be paid at any C.H.A.O.S. meeting or by mail. If not using an official Membership Application, please include your Name, Address, Phone and a list of your equipment and interests. Inquiries regarding C.H.A.O.S., mail orders, memberships and etc, should be sent to: C.H.A.O.S., P.O. Box 16132, Lansing, MI 48901

General meetings of the membership take place several times a year. 8-bit and 16-bit Special Interest Group meetings take place

monthly. S.T.I.N.G. (S.T. Interest Group), for Atari ST owners, meets on the SECOND Saturday of the month. The 8-bit SIG Atari, for 400/800, and XL/XE owners, takes place on the THIRD Saturday of the month. The meetings take place at the MSU Physics-Astronomy Building, Physics Road, Room 118. Meetings begin at 10:00 am sharp and last until 1:00 pm. Members and guests are welcome to any SIG meeting that interests them. To get to a meeting, take East Grand River to the Collingwood Entrance for MSU. The first available left turn is Physics Rd. The Physics-Astronomy Building is about 1 block from the corner, on the right hand side. Park in the gated lot just past the building.

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#### *Elected and Appointed Officers of CHAOS*

Position	Name	Phone #
President	Leo Sell	349-0404
Vice Pres	John Baker	641-4430
Sec'y-Treas	Gary Ferris	393-2593
8-bit Rep	Marvin Goldstein	332-4160
16-bit Rep	John Johnson	355-4219
Membership	Gary Ferris	393-2593
Library Mgr	John Baker	641-4430
ST Librarian	Sally Nagy	484-1976
XL/XE Libr		
Publ Libr	Innaiah Pothacamury	332-0558
ST Publ Libr	Chet Kapusinski	676-4539
XL/XE SIG Co	Guy Hurt	484-7675
ST SIG Coord	Brian Goluska	332-4415
BBS Sysop	John Nagy	487-5646
Newsltr Coor	Rich Barnes	349-0513

#### *President's Corner* by Leo Sell

Once again the inexorable villain Deadline bears down upon me. Time to take pen in hand (computer in fingers?) and write to you good folks of CHAOS.

First and foremost, next month (March) is election month. At this point I am undecided whether to run again. I have not been able to be as active as I would like, and the current state of Atari computing does get discouraging. On the other hand, it is important to have someone leading who tries to see the bigger picture and keep things as positive as possible. Two of my firmest beliefs are that the ST owners and the 8-bit owners *must not separate*. Again and again CHAOS has stated its position that we are stronger together than we are apart. Secondly, the President must be willing to leave things undone if no one will do them. Too many officers burn themselves out trying to do jobs that no one can be found to do. My personal philosophy is that if it is important enough to someone, they will volunteer.

What all of this boils down to is this: no matter who

runs for President of CHAOS, they should continue these policies. I urge you to elect only a person who commits to them.

Other offices we will elect to are Vice President (nominee likely needed), Secretary-Treasurer (not sure), 16bit Representative (at ST SIG meeting), and 8bit Representative. The election will be our annual business meeting and will replace most of the 8bit Meeting. ST owners especially need to be there and make your voices heard (not to mention your willingness to run for office).

Another consideration as you think of running for office, or of nominating someone, is that the officers of CHAOS must have basic business sense. Our continuing expenses at this time are around \$250 per month - \$3000 per year. Let me give you a thumb-nail sketch of our expenses.

Yearly per member expenses:

Free Disk	\$1.00
Newsletter	9.60
Disk Catalog	1.50
Renewal Costs	1.00
Total	\$13.10 (Rounds to \$1.00 per month per member)

Monthly operational expenses:

PC Pursuit	\$25.00
Reimbursements	20.00
BBS Phone	11.00
Photocopying	5.00
Equipment Maintenance	15.00
Printing and Supplies	5.00
Exchange Newsletters	24.00
Subscriptions	5.00
Average Member expenses at \$1 per member per month	140.00
	<u>\$250.00</u>

As you can see, there is a fair amount of responsibility connected with running the club. If we begin to shrink, hard decisions will have to be made. Make certain that people are elected that can make those decisions.

On other fronts, we still need someone to handle publicity for the club. The job is simple, write Public Service Announcements, and other forms and submit them to the media each month. Perhaps see that flyers are placed in key locations as well.

Speaking of being involved. I have rarely been so energized about Atari and CHAOS computing as I was this past December and January, dealing with three new and *enthusiastic* volunteers for 8-bit Library assistance. A big thanks for volunteering and helping out goes to Joel Kilgore, Jim Lathrop, and Chuck Bailey. They bring a lot of ideas and willingness to the job and I am pleased as punch to have them. THANKS GUYS!!!

I also want to wish the former 8-bit Librarian, Bill Johnson, the best. Thanks for all of your hard work. Looks like it took 3 people to replace you <\*>.

Until March and Springtime in Atari.

CHAOS 8bit Meeting Minutes  
by Gary Ferris, Secretary/Treasurer

The January meeting was brought to order with the normal free for all discussion. Bill Johnson was applauded for the fine job he had done with the library while he was in charge. Chuck Bailey, Joel Kilgore and Jim Lathrop were introduced as the new library team.

Questions were asked about the 8-bit emulator for the ST and John Nagy said that the author expects to have a new improved version ready in about 2 months. It was agreed that it probably would not be fast enough to totally replace an actual 8-bit machine.

The new year is supposed to be a time of reflection and a time of change. In this spirit, we have tried to introduce new features which will make the meetings more enjoyable and more helpful to the current membership. In the beginning, most members were the type who enjoyed diving deep into the hardware and software, tearing them apart to see how and why they operated as they did. As prices came down dramatically it opened the computer world to a whole new generation of user. These are the people that plug it in, look at the manuals, and then say 'HUH?'. To better serve this group, we have started a new educational segment in each meeting, where we will talk about the basic operation of the computers and software. For February, look for *telecommunications* to be the focus of the *how-to* segment.

Two other new features are the Video Spotlight, where we will have interviews and features about businesses and people who are important to the Atari user in this area. Also we will have a Rental Disk of the Month courtesy of Computer Concepts,

which will allow us to see new software for the Atari that many of us would not see without purchasing. CC is offering a 10% discount to CHAOS members.

Don't forget that Officer Elections are coming up in March. If you wish to nominate someone or run yourself for any office, please let us know before then.

The treasury now stands at \$981.70.

### *Disk Library News*

The Library Rental offer has been going well for all involved. The rate has been adjusted due to the explosion of ST disks into the library. Now, \$65 rents the 8bit library (about 400 disk sides including complete archives of ANTIC and ANALOG!!), \$85 rents the 135 disk set of ST disks, and \$120 rents both. (Deposit required.) These are completely organized and tested disks, with a copy of the library catalog (48 pages!). Contact CHAOS for more information through Sally Nagy, (517)484-1976, or on the BBS.

### *ST Library*

by Sally Nagy

At our February meeting, we will focus on Educational and Children's Programs available for the ST. We will look at "Winnie The Pooh", "Donald Duck's Playground", "Read and Rhyme", and others.

In our Public Domain ST Library, we have many new files. The Education Section is completely reworked. The Profession Gem Articles (they had examples in 'C') were removed from this section and put in the Language Section of Utilities, UTILITIES B21 -- Tim Oren GEM Tutorials and other 'C' files.

On Education Disk E1 we have BARNYARD.2, which is a concentration game for preschool children. It has pictures of the different animals with their names. They are behind different gates. BARNYARD, the original one is good for school age children who can read. MATCHING is similar to the other ones BUT has a new feature, it uses speech. BIBLE.PRg is an Old and New Testament Concentration game.

Education Disk E2 features SCIENCE programs. GALAXY.PRg where you design your own galaxy. STAR.TIP or STARCHART where you can view the stars. LIFE.PRg looks at how fast cells generate. SUN\_MOON.PRg to locate the SUN, MOON, and more.

Education Disk E3 has different text files to help you learn how to master the ST. ST\_INTRO.PRg a

excellent program to learn how to operate GEM Windows. DESKTIPS and many more files.

Education Disk E4 has GFA Basic programs with runtime program; MATH.BAS which prints out Math Problems, NUMCNTV.BAS converts numbers 1 to one, SHAPES.BAS has you match the shapes. You have to name the states in STATES.BAS, and QUIZZ.BAS gives you a quiz. STATES.PRg helps you learn about the States and Capitols. STSEARCH.PRg creates word search puzzles. GUESSNUM.PRg is a 'guess the number the computer is thinking of' game. USCONSTI.TXT is a text file of the US Constitution. SPELLER.PRg asks you to spell the name of the picture it shows and WORDPIC.PRg asks which word goes with which picture.

Education Disk E5 has KIDMIXUP.PRg where picture stories are put in order. In KIDPUZZL.PRg you find the secret squares which reveals the puzzle. KIDS\_ABC.PRg helps kids learn the ABCs. LEARNKBD.PRg is a program where you must find the keys and beat the clock. With SQUARES.PRg, you put the ABCs in order.

Education Disk E6 has KIDMUSIC.PRg, where you select a pic and it plays a tune. KIDNOTES.PRg allows selecting pics and piano keys that are highlighted. KIDPIANO.PRg plays notes on either a piano or an organ. KIDPOTAT.PRg designs or matches POTATO HEADS. With KIDSONG1.PRg or MAKIN' AIKEN design Aiken and listen to a song.

Education E7 features DOODLE2.PRg; DR. DOODLE, a drawing program; ELECTPAD.PRg, another drawing program; KIDGRAPH.PRg where you fill in squares (14 colors); KIDGRID1.PRg -- fill in grid, 6 colors; KIDGRID2.PRg -- fill in grid, 14 colors; and KIDSKETC.PRg an enhanced etch-a-sketch.

Other new disks this month include:

An excellent Music Studio player has been found and placed on all the Music disks. With this player you can determine the order the songs will be played and once selected you can then save these selections as an *album* to be played again and again.

Many new Spectra Pictures have been acquired. A new classification for pics was created: Pics A # = TINY, Degas, NeoChrome and Pics B # = Spectrum pictures.

Pics B1 has Bladesp1, Bladesp2, House, Magnum, Moonlite, Redarrow, Spec\_01, Spec\_02. Pics B2 has



Alf, Aztec, Finhorn5, Horses, Ninja, Portrait, Sanka, and Toucanbd. Pics B3 has (StarTrek -- new generation and others), Baktfutr, Mr\_Spock, Newgenat, Newenter, Picard, LTData, Tasyar and Worf. Pics B4 has Apollo09, Apollo10, Apples, Dntlkbbk, Earth1, Earth2 and Sabrejet. Pics B5 has CATS\_01 through CATS\_07.

Graphic Display 13 has demos of Extensor and Goldrunner. Graphic Display 14 has Aegis movies; Cartoon1, F\_Castro, Headboom, Headroom, My\_Logo, Volcano and Wartown. Graphic Display 15 has a demo of the Pirates of the Barbary Coast.

And last BUT not least some NEW GAMES!

Adventure Games A5 has HOUSE, the Phantom House, TAIPAN where you buy, borrow, trade or sell your merchandise, TRUCK where you drive a 10 wheel tractor trailer, and WORLD where you've landed upon a strange new world.

Thinking Games B8 has FV\_GAME4 a checker game with graphics. LABY where you can create your own picture mazes. MAZEGEN a maze generator. MOUSETRAP a maze where the mouse is after the cheese. SCOREFOUR put four in a row. SENSORI a Simon game with music.

Thinking Games B9 has DRIVENTURE where you drive a car through a maze (some text). GUESS-IT.PRg a game similar to hangman -- you fill in the missing letters. In MAXTOWR.BAS and TOWERS.BAS you put hoops on poles. MOTOR.PRg is a motorcycle simulation. NIM.PRg makes you put on your thinking cap to play this one. STOCKS.PRg is a game of STOCKS AND BONDS.

Arcade Games C6 has DROIDLOW.PRg (Floyd the Droid) and G\_RANGER.PRg (Galactic Ranger), two shoot 'em up games.

Monochrome Games E3 has AWARI.PRg an African game of beating sticks. BOUNCE.PRg where you must shoot the balls before they get you. ELIM.TOS is the ELIMINATION card game. JEOPARDY.PRg, with games 1-4, you MUST read the answers. LASERMON.PRg is LASER CHESS for Monochrome.

This assortment should keep you until next month. Until then happy computing!

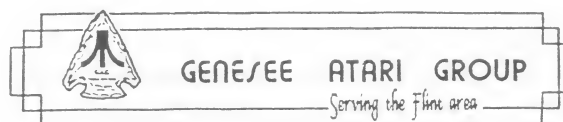
### *The CHAOS Download*

By John Nagy

Not a lot to report this month, except to invite all

our readers and users to the next 8bit meeting of CHAOS (February, on the third Saturday morning) to get some behind-the-scenes info on how the system operates. We will finish the meeting with a tutorial on how to use the CHAOS BBS and how to navigate like a pro on most telecom systems.

Meantime, I'll see ya in CHAT at 517-371-1106... the CHAOS BBS!



### *President's Report*

by Jerry Cross

For those people who wanted to purchase a modem or disk drive, the order has been placed and with luck should be available at the next meeting. Please bring the rest of the money with you.

It's starting to sound more like GAG Inc. than a club, but I have a few other deals for you also. Time is running out on the group purchase of Antic disk magazines. I need to know *now* if you are interested. You can subscribe for one year for only \$59.95 instead of the usual \$79.95.

We also have a limited supply of disk storage cases for \$5 each. These cases will hold 40 disks, and come in either 5-1/4 or 3-1/2 sizes. Contact one of the officers if you are interested.

Thanks to Rick Chevalier for donating a box of past Antic and Analog magazines to our library. These should help fill in some of the holes of missing issues. If any of you have some unwanted books or magazines, please donate them. In case you have not been to the bookstore lately, there are very few books for the Atari computers available. It would be nice to have a ready source of information for our members. Think about it!

Sy-Draft now has our entire disk library. If you can not make it to the meetings, stop by and buy disks there. The price is \$2.50, and you must supply your own disk.

Thanks again to Mike Clayton for his demonstration at the last meeting. I have received a lot of good comments about his battleship game, and I will keep you informed about the progress.

For the next few months, I will be bringing modems

and computers to the Saturday workshops. If you are interested in learning about telecommunications, stop by. Matt Howe will be doing his usual Basic Classes, and we will have the usual assortment of computer addicts to help you with any problems you may have.

That's about it for this month. Don't forget that the February meeting will feature a swap meet. Bring in your old software/hardware and make some money.

#### Meeting dates:

February 10	General meeting (6:30)
February 27	Saturday Workshop (10:00am)
March 9	General Meeting (6:30)
March 26	Saturday Workshop (10:00am)

Meetings: Neithercut School, 2818 Crestbrook Drive  
(near Hammerburg and Atherton)

Jerry Cross 736-4544

Facts BBS 736-3920

#### 8bit Disk Library

by Ed Kalush

Well it is already February. That leaves only about two more months of winter. Of course with all this cold weather we have a good reason to stay in and program, right? Well maybe you can just buy more GAG disks and have lots of fun with the computer.

As promised there are several new disks this month. First, A new version of TEXTPRO (v1.2). This adds several features and auto help screens. As usual the docs are long and helpful. If you already have our TextPro disk bring it in for a replacement. If not [WHY!] you can purchase it for a mere \$2.50 (a great bargain in my book )!

Next, there is Daisy Dot 2, an Epson printer utility. This is also a very nice program, though my Okidata won't work with it (hint, hint). It will print most anyway you would like. It also has alot of docs, utilities, and fonts. This is a two disk set (3-sides), still only \$2.50.

A disk tutorial all about DOS. Now push a key and learn what each command is for. Great for new Atari owners.

A graphics disk is also added to the list. This shows some nice routines and is mostly in Basic. Be sure to look thru the code to see how they work.

Games, my favorite, will keep you occupied for many long hours. Creepy Caverns will taunt you,

(and kill you), in many ways. For the car racers, another roadrace game to crash. Be careful and keep the rubber side down.

It is possible there will be more disks yet. I hope to complete a picture disk and maybe a couple more. Bring your change and help support the group. Also, Demos of your favorite programs are always welcome, and benefit our group greatly!! Just let an officer know and we will make time for you to show us.

I hope Cupid is busy and everyone gets shot. Even us old married people could use a booster now and then. Love is out to get you! Until next month...

Live Long and Program



GKAUG meets the second Saturday of each month at 11:00 in Dewing Hall on the Kalamazoo College campus. Dues are \$20/yr.

#### GKAUG Minutes

The first meeting of the new year turned out rather well and most everyone had some input into the meeting. That's what these meetings are all about.

Officers for this year are as follows:

President:	Frank Fellheimer	657-6106
Vice President:	Dan Youngs	
Treasurer:	Dave Bryant	
Librarian:	Steven Buechler	
Archiver:	Dave Oldenburg	
ST Charirman:	Jim Zinky	
SysOp:	Alex Stevens	
GKAUG BBS:	(616) 657-6106	

We spent part of the meeting discussing disk utilities and we will be making a composite disk of various programs that we discovered, as well as any programs that get on the BBS during the next couple weeks. Don't let the time schedule prevent you from offering a utility, it can always be added to the disk as we go along.

Included in our Feb. '88 disk will be: renumber, disk label, a stand along SpartaDOS copy program... Dave Oldenburg started assembling some of the programs at the meeting, and the disk could be done by Feb. 13th (our next scheduled meeting)...11:00am, no late sleepers in our group!

I am still trying to get a copy of the Genesee Atari Group's "Cute Label" program. I will check first with the WAUG! group. I haven't spotted it on any of the BBSes I use so far. It will make a nice addition for your printer.

The GKAUG BBS is running along nicely -- well, pretty good anyway. Got some crank callers that only know four-letter words, but they are easy to delete. Fred Farleigh and I are going to build a DC power supply for electrical backup during power failure, and may be able to expand the number of disk drives because of some interested and generous members. This should give us some additional room to store programs. We are still looking for an on-line text adventure for the board...maybe you know of one??

Dave Bryant's GKAUG BBS Instruction Manual is still available for those of you that show up at the meeting. It can be a handy item.

There has been talk of starting an ST Group. Jim Zinky will be heading an information gathering task force to find out who is interested in what...maybe soon....maybe noot so soon!

Dave Oldenburg brought in a varied assortment of disks, and a note that the Analog Disk should be out again in Feb. '88...there seems to be some problem with printing. Everyone's subscription should be extended three months. Dave should have a new Utilities Disk available by next meeting. This could be another fun year!!

Great Lakes Atari SE Support I ♥ MY ST! 'GLASS', Michigans only! 'ST' only Users Group!

#### *From The Desk Of The President* by Steve Mileski

The start of a new year brings renewed enthusiasm for improvements and a promise that this year will be even better than the last. Last year was good to GLASS and this year we hope to be even better.

January was also renewal time for all members. Of our thirty-five members from 1987, twenty rejoined. Hopefully most of the rest will return after a holiday hiatus. New members are also starting to find out that there are many benefits to being part of this user group.

At the February meeting we will approve (or disapprove) the people willing to accept the responsibility of steering our club through 1988. These people are volunteers and receive no compensation. I would like to take this time to thank them for their contribution to GLASS.

We have added a few new features to GLASS. I think the one most appreciate by everyone is the software giveaway. Every month we will give a quality piece of purchased software and a disk-of-the-month to members in attendance, determined by random drawing. This means one member will win the purchased software and one will win the disk-of-the-month. Names drawn but not in attendance will be posted in next month's newsletter to see what they missed by not coming. In February the purchased software will be Dungeon Master if available, or the newest version of Flash, if not. I purchased Dungeon Master about two weeks ago and can vouch for its quality and addictiveness, it has been hard to break away from it to take care of other computer business, thanks FTL Software!

I am also pleased with your support and donations to our *Donations to Public Domain Software Programmers* program. This is a good way to keep good PD software coming.

If you have a modem you can see a lot of GLASS people (including myself) on the Cosmic Stomper BBS (313)547-0440 at 300, 1200 or 2400 baud. Stop in and say hello.

Continue to look for excellent help from GLASS with Word Perfect and other word processors (thanks Paul Kubicz), GFA and other Basics (thanks Richard Staff), MIDI info. (thanks Mike Gillie), and new user training (thanks Steve Mileski..aw, gosh). If you need help with any hardware, software, or whatever, please, PLEASE, don't be embarrassed to ask.

A note to ST owners (yes, we are an Atari ST only club), if you are in Oakland, Macomb, or Wayne counties, do drop in and check us out! We have a lot of fun and learn much about our machines.

A note to GLASS members not currently receiving M.A.M., this is a fine publication which will only get better. Stay in touch with the rest of the Atari community (state wide!) with a club subscription, it's only fifty cents a month, payable through December! THANK YOU for being part of this fine club!



Meeting: March 2, 1988, Wyoming Public Library,  
3350 Micheal SW, Time: 6:30 p.m.

**Elected officers:**

George Nosky	President/Treasurer	(616)942-1527
Gary Heitz	Vice President	(616)676-0112
Marvin Waid	Secretary	(616)866-1998
C. Baughman	Librarian	(616)795-7373

**Appointed Members at Large:**

Gary Borysiak	(616)896-9358
Steve Gilbert	(616)891-1785
Marek Kulikowicz	(616)957-2646

*President's Comments*

By George Nosky

The above seven people make up your Board of Directors for 1988. I am sure I can speak for each board member when I say we will strive to make GRASS an integral part of you Atari activities. Don't hesitate to call any one of us if you have comments, ideas and/or criticism (hopefully constructive).

Now that the elections are over, the new team is ready to get organized. There was an organizational meeting at my home on January 20th. (Since I'm writing this in early January, Marvin Waid, our secretary, will have reported the minutes of the meeting to you at our February meeting.) The basis for our direction this year is the Questionnaire most of you mailed back to me last November. If you didn't mail yours, please do it now so we will have your input.

I summarized your responses and passed the results out at the January meeting. They will also be available at the next couple of meetings. I will publish some of the results here. The list of hardware and "who has what" is too long, therefore, you can pick it up at the meeting.

In answer to: 1) What do you use your system for? 31.1 % Word processing, 30.1% games, 13.9% programming, 6.7% telecommunications, 6.0% spread sheets, 5.5% miscellaneous.

2) Should GRASS support the ST? 45.2% yes, 3.2% no, 51.6% no opinion at this time.

3) Are you interested in a special interest group (SIG)? 58.1% yes, 41.9% no.

Feb. '88

The majority of people were interested in BASIC programming. We will set up such a group and will keep you posted on the details.

I appreciate your support at the January meeting for a dues increase. We had a good turnout of members, and 100 percent of those present voted to increase the dues from \$5.00 per year to 12.40 per year.

The total with the MAM 12-month subscription of \$9.60 is \$22. For those who were not at the meeting, details as to why an increase was necessary was included with your billing notice. Just a reminder – if I don't have your check by February 13th, your last issue of MAM will be the March issue. Blank disks and public domain disks remain at \$.50 and \$1.50 each. They are available to members at this price at the meetings. Prices are \$1 and \$5 respectively to non-members.

Our membership continues to grow. Bob Bulliment joined us at the January meeting. Welcome! One of my objectives is to provide a meeting format and atmosphere which will make it worthwhile for members to take their time to attend. I also hope this will attract new members. We have to do this to survive! You have been reading in MAM, and you know from your own experience, that the 8bit computer, especially the Atari, is not supported very well. The user groups are going to have to pick up the slack. To a great degree, if we band together, we can do this.

Yes, we certainly need the software companies and the peripheral manufacturers and Atari. We need and want the magazines (including Analog). However, there a lot of support we can provide ourselves -- with everyone's help. We now have a very comprehensive public domain library and a detailed catalog listing the library. Both of these have been available for a couple of months. If you don't have your catalog, please see me at the next meeting. Call me if it's impossible for you to get to a meeting. We also have in our group some very computer knowledgeable people. They are willing to help and do help. If you have a hardware or software problem, bring it to a meeting. Chances are someone else has had the problem and solved it.

I am getting favorable comments on MAM. Keep up the good work Bill and Pattie! Only one negative point – don't forget the 8bit people. We realize the STs are newer, etc., and there is more to write about.

However, there are many 8bit people out there who need your support.

Since you receive your copy of MAM after our



meeting, we are going to have to put the meeting agenda in a month early. For example, the February issue (this issue) will have March's agenda. This way, you will know the agenda three weeks before the meeting instead of one week after. So -- on March 2nd, Joe Mann will demonstrate a Lotto program.

One last item. I am holding off sending \$105 to Analog until we can determine if and when they will publish. I hope to see everyone at the March 2nd meeting.

President George Nosky  
2440 Parkridge S.E.  
Grand Rapids MI 49506  
616 942 1527

Secretary Charles Baughman  
2069 Fawn  
Middleville, MI 49333  
(616)795-7373

### *January Meeting Minutes*

Officers present: George Nosky, President, Chuck Baughman, Treasurer and Librarian.

The meeting started around 6:30 for the early bird computer nuts. (Meetings take place from 7:00 to 9:00 p.m. on the first Wednesday of the month at Wyoming Public Library.)

Chuck Baughman demonstrated an adventure game and showed us what school teachers are really made of! Ha ha, he did a fine job.

Next, David Sheets showed Silicon Dreams. This was an adventure game, but it also had very nice graphics on the top half of the screen. Then he showed us Starfleet II. This was a space game where you command a starship. I didn't catch all of it, but it looked pretty good.

I noticed that Al Taylor, the SYSOP from was there checking things out. It was nice to see him and talk with him. Also later on, Steve Gilbert, the SYSOP from dropped in. I use my modem frequently, and it was nice to meet both these fellows in person.

Election of officers started at 7:30. Nominations were made by the nominating committee of Gary Heintz and Steve Gilbert. Being no objections, these choices were voted on and accepted as follows: George Nosky -- President, Gary Heinz -- Vice President, Marvin Waid -- Secretary, and Chuck Baughman -- Librarian.

A board meeting was set up for the 20th of January at George Nosky's home to discuss future plans for the club.

A motion was made and supported to raise the club

dues to \$22.00 for the entire year. All members were in favor, none opposed, motion passed.

Towards the end of the meeting, George discussed the GRASS questionnaire. The most common use of the computers was word processing, with games coming in second. The questionnaire also showed that people are interested in Basic programming.

Well, I hope these minutes are readable to you folks, as this is my first time as Secretary. I will keep plugging away and try to do my best. Hope to see you at the next meeting which will be February 3, 1988.

Marvin Waid, Secretary

## M.A.C.E. Journal

### 1988 MACE MEETING DATES

Officer Meeting	General Meeting	All General meetings are
Feb. 5	Feb. 16	held in room 115 of the
March 4	March 15	Southfield Civic Center at
April 8	April 19	10 1/2 mile Rd and
May 6	May 17	Evergreen. Meetings
June 10	June 21	begin at 7:30 p.m.

### *Minute by Minute -- January Meeting*

The January meeting of the Michigan Atari Computer Enthusiasts was held on Tuesday, 1/19/88, at the Southfield Civic Center. President Don Neff called the meeting to order at 7:40 pm by announcing a "buy 4, get 5" disk special from the 8bit library. Commenting on the Michigan Atari Magazine, Don noted his general satisfaction with the publication and expressed his disappointment at the lack of articles submitted by MACE members.

Antic Magazine has offered a discount on 1 year subscriptions to MACE members. Subscribers to the "disk edition" can get \$10 off the normal subscription rate if purchased through MACE.

United Computer of Canton, MI has offered to supply Epson LQ800 printers to MACE members at a group-purchase discounted rate. Normal list price is \$269.00 plus tax, and if 10 printers are ordered by members they can be had for \$250.00, tax included.

Don announced there are now 17 disks in the 8 bit library containing Print Shop icons. He also announced there will be a computer trade show at the Southgate Civic Center on Sunday, 1/24 at which MACE will be sharing a booth with WAUG! and MAM. The show runs from 10:00 am to 4:00 pm.

For a limited time only, MACE memberships and renewals are being made available at \$35 for 2 years. This is 25% off the normal \$20/year rate.

Member Mike Lechkun and his son, Bradley, demonstrated "an educational game" called Wizard of Wor. The educational aspect of the maze-based shoot-em-up apparently lies in the realm of hand/eye coordination. Mike and Bradley also demonstrated Earnie's Magic Shapes, a Sesame Street type game from CBS Software. Originally available on cartridge, it is now being released on disk by HiTech who now owns the rights to distribution. The game consists of pressing appropriate keys to indicate Yes/No while trying to match various objects of different shapes and sizes. Member Todd Meisner demonstrated Spectrum 512, a video display package that allows 512 colors simultaneously on an ST. Todd noted there can be up to 48 colors on a single line. Available from Antic.

Don hosted a Question & Answer session. Most notably were questions regarding the status of Analog Magazine. Member Bob Retelle discussed relevant information which he found on Delphi indicating Analog had been purchased by Larry Flynt Publications. This move leads to speculation that there will be a significant improvement in distribution and advertising, while the original publishers can now concentrate more on content. The March issue is due near the end of January, and subscribers who have remaining issues due them are encouraged to write Analog to request their previous subscriptions be honored.

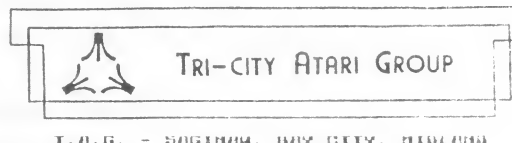
Journal Editor Pattie Snyder-Rayl asked for comments and opinions regarding the quality and content of Michigan Atari Magazine, to which she received a round of applause. Don re-stated his concern that MACE members need to submit articles for printing.

After intermission, the 8bit SIG met for a discussion and demonstration of using the Express terminal program by Keith Ledbetter. Michael Olin answered questions while running his Express/AMIS Simulator program (available in the library) in anticipation of MACE East going back online soon. Sharie Middlebrook then answered questions regarding MACE WeST.

The ST SIG meeting consisted of a demonstration of Dungeon Master, a new and long-awaited game from FTL. The game is a Dungeon and Dragons

type game with superb sound and graphics. The next general membership meeting will be held on February 16.

Mike Olin, Recording Secretary



### Next Meeting

The Tri-City Atari Users Group meets the second Saturday of every month at 2:00 pm at the Rudy Zael Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows:

January 9, 1987 February 13, 1987

### OFFICERS of TAG are as follows:

LeRoy Valley	President	686-6796
Marty Schmidt	Treasurer/Sec.	792-6029
Al Jennings	8-bit Disk Lib.	790-1980
Steve Volker	ST Disk Lib.	793-2955
George Stuart	News Letter Ed.	892-7545

Club dues are \$20.00 per year. For this fee you get the Michigan Atari Magazine. Support for both the 8-bits and the ST's, and full access to the club's public domain library. We currently have about 90 disks in the 8-bit library and 30 in the ST library. You can get copies of these disks AT NO CHARGE if you bring your own disk to copy on (time permitting) at the regular meeting. If you don't have a disk with you, you can get the 8-bit disks for \$1.00 each and the ST disks for \$2.00 each. Non-TAG members can get copies of the 8-bit disks for \$2.00 each and the ST disks for \$4.00 each. If you need to renew, do it now! If you haven't joined yet, then do it now!

### The President Speaks Out

Once again our meeting arrived before our newsletters, but I really don't think that we can blame MAM. The deadline for submissions is the 17th of the month. If you figure 2 weeks to put the magazine together, get it printed, and get it mailed, that puts you at the 1st of the month. And Pattie did mail the newsletters on the 4th of January (the earliest possible due to the holidays). We can't move our meeting to the third Saturday of the month, because then some of the meetings would fall after the due date for MAM. Sooo...here's my suggestion.

Let the meeting occur on the last Saturday before the 17th of the month. It'll always be the 2nd or 3rd Saturday, and will give the newsletter the best chance of getting here on time. Since the newsletter seems to show up around the 10th-15th of the month, we should be all right! Think about it, and I'll see you at the next meeting!

I would like to thank George Stuart for all of his help

the last couple of months. He's saved me quite a bit of time, and I sure hope that someone else steps in and fills the void that he'll be leaving! If you've got a modem, and would like to take a stab at being the next TAG 'feature writer', let me know at the next meeting.

### *Hot Flashes from the Future!*

by George Stuart

The month of February brings our database coverage to a close, only this month we'll be featuring databases with all of the features that you could possibly want! On the ST side, Marty Schmidt will be demoing Regent Base. This powerful database allows you to set up the database the way you want, and when you're finished all of your selections are automatically placed on menus. The finished product will look like a programmer made a custom designed database just for your application! Come on in and check it out!

As I look forward to my transfer to Grand Haven in April, March will be my last month as the News Letter Editor. Sooo if some other brave soul would like to try his hand please step forward. P.S. Thanks for not Booging me.

Data Perfect is a top of the line data bases for the 8bit Atari and Char Davis will present a demo at the February meeting.

Data Perfect by LJK Enterprises has several features that you may be looking for in a data base, like a built in calculator, mailing labels, double density, two drives, a very flexible search routine and much more. All is not roses though so come and see if the benefits outweigh the bad.

### *Relics to Relish*

If we would have had a monitor and drive at the last meeting you would have witnessed DataBase II performing some fairly quick multiple searches (remember this program IS written in Atari Basic!). You would also have seen DataBase II sort ascending or descending. But the most important thing you missed was the way this baby can PRINT your records. Yes this baby has formatted output using batch files. The formatted print routine is some what limited but does print strings, headings and 80 column output. I would highly recommend this program to someone who has a limited need for a data base.

Not only did we not have a monitor for the 8bit, but we had two for the ST! LeRoy Valley surprised us by bringing in a friend's Thompson monitor (model

4120). Thank you Rob Voss for the loan! This monitor comes with a custom cable for the ST and features a 14" screen as opposed to the conventional 12" screen on the Atari monitor. It also has standard video and audio in jacks, so you can connect it to your 8-bit computer, or even to your VCR! All this for about \$80.00 less than the Atari monitor. The resolution is about equal to the ST monitor (the current one, not the original one).

DBMaster One was the featured ST program. LeRoy Valley demoed this and even created an impromptu database per the clubs suggestions. DBMaster One is a very simple database comprised of two separate programs – MAKEONE.PRG and USEONE.PRG. To create a new database, run MAKEONE and set up the desired format – everything is point and click! When you're finished creating, just run USEONE and start adding information to your database. Nothing could be easier. You can also store multiple report forms for each database and select the one you need.

The only serious drawback of the program is the limitations you have when creating reports. Data can only be displayed using the four forms in the program, and oftentimes these forms aren't quite right. For free though, what do you expect?

The meeting concluded with LeRoy showing us ten new PD ST disks and everybody jumping up to copy them.

### *Expiration notice*

Check the label on your MAM. If it says "LAST ISSUE" next to the date, then you need to renew. Remember, once your membership expires you'll receive NO more issues of the Michigan Atari Magazine!

### *8-bit Equipment Volunteers*

George Stuart	Disk Drive
Char Davis	Monitor
Club	800XL

### *ST Equipment Volunteers*

Bryant LeFreniere	Monitor
Al Ferrio	520ST & Disk Drive
Marty Schmidt	Hard Drive

Once again, a big *thanks* to all of you who loan your equipment to the club. *Please*, if you're going to be late, or can't make it, *call!!!* It's not fair to the rest of the people when there's no monitor, or drive for the system!



## WASHTENAW ATARI USERS' GROUP



How to Join Come to a meeting! WAUG! meets the second Tuesday of each month from 7:30 to 10 pm. Meetings are held in Room 2302 of the University of Michigan School of Education, located on the corner of South and East University in Ann Arbor. Or send a check for \$10, payable to Bob Carlini (our Treasurer), to the WAUG! mailing address. Be sure to include your name, address and phone number.

### List of Future WAUG! Activities

Feb. 9: Games Night

Mar. 8: Business Applications

Apr. 12: Music

May 10: "Hack and Slash"

Jun. 14: Elections/Flea Market

No meetings held in July and August

### From the Prez...

The next meeting of WAUG! will feature games for both the ST and 8 bit computers, a topic that I am not particularly adept or comfortable with, so I am going to depend a great deal on the skills and talents of other members of this club. Fortunately there are a lot of people "out there" who have invested much time and effort in this aspect of their adventures with computers so I am expecting there will be something for everybody to enjoy. I am especially hoping to see some "homespun" software, so if you have written something you are proud of *please do bring it to show us!*

How many of you remember when the first video games came out? Boy, would I like to have all the quarters back that I dropped into the Pong coin slide! Little did I realize at the time that I, like millions of others, was fanning a spark that would turn into such a huge flame! And I still get a charge out of the Big Blue fans who turn up their noses when they hear the word "Atari" and call it "a game machine!" Considering that graphics is just about the hardest thing to do on any computer, and that games *are* graphics, making such a comment is truly a compliment.

Bring your best competitive spirit with you when you come to this meeting! Whether we are zapping alien critters, rescuing fair maidens from dragons, battling wizards or mining for smithore, I am sure we will all have fun!

### WAUG! General Meeting, January 12, 1987

This was the Telecommunications meeting, so we started off with demos of a couple public domain terminal programs.

First, Bruce Urbanski showed Vanterm, which is a nice GEM-based, Flash-like program that has additional features such as Y-modem, some ARC functions, DOS functions, and the ability to run TOS programs from within Vanterm. Bruce, being the ST librarian also mentioned other terminal programs available in the library, such as Solaterm (with GFA source code), Bordterm (that talks), and Access (VT 52 emulator). There is also now a PD player for Music Studio files.

Second, Mike Pieronek showed off Amodem 7.5, which is written in Basic and can be used with Sparta-Dos. Although written in Basic, all the time-critical functions are machine language routines, and some nice features include a type-ahead option, up to 9600 baud, X-modem CRC and batch Y-modem. The library disk with this also has all the handlers for whatever modem you may be using (SX212!) and the latest version of the Express terminal program.

Next, Bill Rayl demonstrated BB/ST, which is a highly configurable bulletin board system from QMI for the ST. This BBS has many features such as running external TOS programs, the option of reading messages by subject (tree) or linearly, downloading just one file from an ARChive, and many others. However, the current version apparently has some bugs that need fixing before reliability could be considered good.

After these demos Howard Chu treated us to a lot of inside info on the Merit network, which allows callers from many Michigan locations to call BBS's local to Ann Arbor as a local phone call. Thank you, Howard! Finally, thanks to Mike Ranger, WAUG now has a magazine library with *many* back issues of many Atari magazines.

Do you have any computer equipment just gathering dust? Has your spouse been complaining about the lack of space in the "computer room?" Perhaps you have some software you're no longer interested in, but haven't thought what to do with it?

If so, then Michigan Atari Magazine Classified Ads are for you!! Members of the user groups in MAM may place a classified ad for no charge. For those computer enthusiasts who don't belong to a user group, the fee is \$1.50 for the first 15 words, and 5 cents for each word after that.

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We apologize for the poor picture quality, but what do you expect? We're a programming school, not a photography studio!

how to write 20 lines of code and lots more besides. Our training course covers every programming language in existence, and some that aren't. You'll learn why the On/Off switch for a computer is so important, what the words FATAL ERROR mean, and who and what you should blame when you make a mistake.

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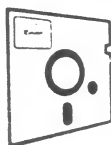
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M.A.C.E is one of the largest Atari user groups in the world. We provide service to over 500 families worldwide.

MEMBERSHIP: Membership in M.A.C.E. cost \$20 for 12 months, or \$35 for 24 months (make checks payable to M.A.C.E.). This membership includes all family members living at your address.

MEETINGS: Regular monthly meetings are held at 7:30pm, on the 3rd Tuesday of every month. We meet in room 115 of the Southfield Civic Center, Evergreen and 10 1/2 mile road, Southfield, Michigan. Typical meeting programs consist of XL/XE and ST demos, tutorials and interesting group discussions on any Atari subject.

DISK LIBRARIES: Our ST library contains more than 170 disks and is growing rapidly.

We have one of the largest XL/XE disk libraries in the world (over 500 disks!) which includes one of the largest collections of Print Shop icons (17 disks) and utilities. A complete catalog of this library is available on disk for \$2.

Our disks sell for \$5.00 each and may be purchased at any meeting or ordered through the mail. You must be a MACE member to purchase disks from us, we do not sell to nonmembers.

MACE JOURNAL: Our club magazine, "THE MACE JOURNAL", is one of the most widely read and quoted Atari related publications available. In fact, we are proud to be one of the clubs selected by Unicorn Publications for inclusion in their fine magazine, "MICHIGAN ATARI MAGAZINE". By special arrangement with Unicorn, our members now receive a free subscription (\$18 value) to this magazine with their \$20 MACE membership! Each month the magazine features informative Atari articles, interviews, reviews, happenings, news items, hardware and software tips, as well as club news from 9 Michigan Atari user groups.



TELECOMMUNICATIONS: We operate 3 BBS's for general public use. Our main board, MACE West (582-0657, ASCII only), operates at 300/1200/2400 baud and supports both 8-bit and 16-bit users. MACE East (978-1685) operates at 300/1200 baud and supports mainly 8-bit users, although 16-bit users are welcomed too. Our south board (175-4660, ASCII only) operates at 300/1200 baud and supports both 8-bit and 16-bit users. All of the MACE boards have message bases which are open to public use and viewing.

COMPUTER HELP: MACE has many members who are experts in Atari computers and programs. No matter what type of Atari related questions you have, we probably have several members who can answer them at our meetings.

If you are a new user who just entered the world of computers, we can help you get started and guide you as you progress. If enough new users are interested, we will sponsor classes to teach you how to use your Atari comfortably.

SPECIAL INTEREST GROUP (SIG): Ocassionally a group of members gather together to share knowledge and experiences in a common interest. These special interest groups form to learn more about topics such as: Telecommunications, Programming Languages, Word Processing, Spreadsheets, Music, etc. MACE will form a SIG for almost any Atari computer subject, if enough members express an interest in supporting the subject.

GROUP PURCHASES: Manufacturers of Atari related items often offer discounts to MACE for large quantity group purchases. These discounts are passed on to our members who take part in these group purchases. Items we have saved money on as a group include: 2400 Baud Modems, Disk drives, Magazine subscriptions, etc.

You must be a MACE member to take part in our group purchases, however, the discount on some items saves you more than your membership costs!